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THE SOFTWARE FINDER

A GUIDE TO
EDUCATIONAL
MICROCOMPUTER
SOFTWARE

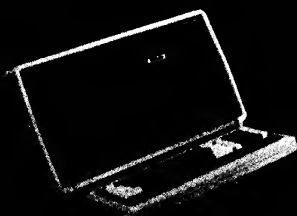
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and
TECHNICAL EDUCATION
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TERC

An abstract geometric design composed of numerous red 3D rectangular blocks of varying sizes and orientations. These blocks are arranged in a complex, interlocking pattern that creates a sense of depth and perspective. The blocks are set against a light beige background, and their shadows are cast onto the surface below them, enhancing the three-dimensional effect. The overall composition is dynamic and modern, typical of mid-20th-century graphic design.



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(For the Classroom)
Memory Map.
Easy Graphics.
Basic Statements.
Basic Functions.
Basic Facts.
Special Characters.
Basic Commands.
Edit Subcommands.
PRINT USING Examples.
Message & Codes.
Reserved Words.
Special Keys.
Ascii Character Chart,
with Space Compression Codes.
Control Codes.
Basic Internal Codes.
Hex/Dec Conversion Chart.
Screen Line Layout.
BASIC & ASSEMBLER: Buff
8 Panels, 16 Pages
(For the Pro)
Complete Z80 Instructions.
Assembler Instructions,
Commands, Operators,
Editor/Assembler Commands,
and Edit Subcommands.
Flags, Conditions, & Chart.
Internal Routines.
Assembler Error Msgs.
Plus Most Items in the Basic Card

MODEL II

BASIC & ASSEMBLER: Green
10 Panels, 20 Pages
(For the Business)
Small Memory Map.
Screen Layout.
Easy Graphics.
Complete Z80 Instructions.
Series-1 Assembler Instr.
Commands, Operators, and Edit
Subcommands.
Assembler Error Msgs.
Power-up Error Msgs.
Flags, Conditions, & Chart.
Wild Cards, DOS Messages.
SVC Procedure Panel.
Host Logon Panel.
Version 2.0 Lib Command Formats
and System Utility Formats.
Basic Functions & Statements.
DOS File Naming Convention.
Basic Commands & Edit
Subcommands.
Special Keys.
Basic Internal Codes and
Reserved Words.
Basic Msgs. & Codes.
PRINT USING Examples.
Special Characters.
"DO" Utilities & BASIC Command.
Ascii Character Chart with SVC
Names and Numbers.
Control Codes.

MODEL III

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6 Panels, 12 Pages
(For the Classroom)
Special Characters.
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Euro-Characters.
Memory Map.
Special Keyboard Functions.
Ascii Char. Chart w/Space
Compression Codes.
Control Codes.
Cassette Loading Err Msgs.
Basic Commands, Edit
Subcommands, Special Chars.,
Basic Statements, Facts,
Functions, Derived Functions.
Special Operations (POKEs).
PRINT USING Examples.
Basic Msgs. & Codes.
Basic Internal Codes.
Reserved Words.
Screen Line Layout.
BASIC & ASSEMBLER: Blue
10 Panels, 20 Pages
(For the Pro)
Complete Z80 Instructions.
Assembler Instructions, Commands,
Operators.
Series I Editor/Assembler
Commands & Edit Subcommands.
Flags, Conditions, & Chart.
Hex/Dec Conversion Chart.
Assembler Error Msgs.
Internal CALL Routines.
Break Processing Procedure.
Plus all items in the Basic card.

COLOR

BASIC & EXTENDED:
Gray + 9 Colors.
8 Panels 16 pages
(For the Artist)
All Color Graphics.
System Commands.
PRINT USING Examples.
Special Characters.
Special Keys.
Cassette Loading Err Msgs.
Basic Functions & Statements.
Playing Music, Making a Circle,
and Drawing Panels.
Derived Functions.
Messages & Codes.
Musical Notes, by Octave, in
Color, Including Rests and Time.
Memory Map.
Reserved Words.
Internal Codes.
A Page of Tips.
Ascii Char. Codes Chart.
Including Inverse Graphics
and Color Graphics.
Control Codes.
Color Group Chart.
Pmode Information Summary.
Screen Line Layout.
Extended Graphics Pmode
Illustrations.

APPLE II & II PLUS

BASIC: Red & Pink
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APPLESOFT and INTEGER BASIC.
Basic Statements.
Basic Functions.
Derived Functions.
Special Characters & Operators.
System & Utility Commands.
Pokes, Peeks, Calls.
Monitor Commands.
Key & Control Functions.
APPLESOFT Internal Codes.
APPLESOFT Reserved Words.
Integer Basic Addressing.
DOS 3.3 Command Summary.
Color Selection Chart.
Error Msgs. & Handling.
Reading Machine Language.
Hex/Dec Conversion Chart.
ASCII, Print, Video, 6502, Integer
and APPLESOFT Code Reference
Chart, 0-255.
Basic & 6502: Red
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(For the Pro)
All features of the Basic Card, Plus:
6502 Timing.
6502 Language Simplified.
Flags & Conditions with Reference
Chart.

POCKET

BASIC: Purple
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Memory Types and Limitations.
Modes of Operation.
PRO Mode.
RUN Mode.
RESERVE Mode.
DEF Mode.
Fixed Variable Facts and
References.
System Function Keys.
Math and Logic Function Keys.
Normal Character Keys.
Special Characters and
Function Keys.
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()	Copies of MODEL II COMMANDS & UTILITIES	3.95
()	Copies of MODEL III BASIC & ASSEMBLER	5.95
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()	Copies of POCKET BASIC	2.95
()	Copies of APPLE II & II PLUS BASIC	3.95
()	Copies of APPLE II & II PLUS BASIC & 6502	4.95
()	Copies of Z80	4.95
()	Copies of ZX80, 81, & TIMEX SINCLAIR-1000	5.95
()	Copies of HEATH/ZENITH HDOS for H8/H89/Z89/Z90	5.95

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SPEEDWAY, IN 46224
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ADDRESS _____

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THE SOFTWARE FINDER

A Guide to Educational Microcomputer Software

formerly

SCHOOL MICROWARE DIRECTORY

for

APPLE II,
ATARI 400/800
COMMODORE PET,
CBM, VIC-20, 64

RADIO SHACK TRS-80
Models I-III,
COLOR COMPUTER
CP/M *

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I INTRODUCTION



Welcome to Issue 2 of the third volume of what was previously SCHOOL MICROWARE DIRECTORY. We apologize for the name change, as such things can sometimes be confusing, but it really was necessary. We were experiencing something of an identity crisis: First, it was not clear to a lot of people what was meant by MICROWARE - whether it referred to software, hardware, or some other "ware". Furthermore, the word DIRECTORY also has a lot of connotations. Many people thought that it referred to a dealer catalog, and therefore should be free - nice if you can get it, but totally unaffordable from our standpoint! So, we've decided to bite the bullet and change our name. We hope that you like it.

THE SOFTWARE FINDER (TSF) is the most comprehensive listing available of school- and college-oriented educational software for popular microcomputers. It is published semiannually in the fall and spring. Many unique features have been incorporated in this volume, all designed to make TSF more useful to our readers. Here are some of them:

o SIZE AND SCOPE

1. **NEW!** Software for eleven microcomputers: Apple II; Atari 400/800; Commodore PET/CBM, VIC-20, and 64; and Radio Shack TRS-80 Models I, II, and III, and TRS-80 Color Computer. Some CP/M software also is included.

2. **NEW!** HUNDREDS OF NEW PRODUCTS have been added, bringing the total listed in this issue to almost 2,800 coming from 320 suppliers.

3. **SOFTWARE FOR ADMINISTRATIVE APPLICATIONS** is included; this comprises micro programs to do attendance, report cards, scheduling, etc. Principals and business managers, take heed!

o INFORMATION CONTENT

1. **REFERENCES TO REVIEWS** in product descriptions help you to locate reviews of the products.

2. **NEW!** INDICATION OF "TONE" OF EACH REVIEW as positive, negative, or neutral; helps decide which products should be explored further for possible purchase.

3. **PACKAGE IDENTIFIERS IN THE PRODUCT DESCRIPTIONS.** These enable you to easily identify which products constitute a package and thus must be purchased together.

o ADVERTISING

This is the second issue in which we have carried advertising. In addition to being a necessary source of support, we view it as another valuable information source for our readers.

o CONVENIENCE

1. **CUMULATIVE PUBLISHING FORMAT.** Every issue is a full directory, containing all products listed in previous issues (as well as new entries, of course). You won't have to look through several issues to find what you're looking for.

2. **CLASSIFICATION OF PRODUCTS BY TOPIC** in crowded subjects, e.g., Math

Basic Skills, making it much easier to find programs to meet your particular needs.

3. **ALPHABETICAL INDEX BY PRODUCT.** You will be able to quickly locate a product for which you know the name.

4. **NEW!** **PRODUCT LOCATOR NUMBERS** make finding product descriptions fast and easy.

o ECONOMY

NEW! **DISCOUNT COUPONS** bound in every copy allow subscribers to get 10 per cent off on the products of more than 25 suppliers.

We hope that you like all of the features incorporated in this issue of THE SOFTWARE FINDER.

WHO NEEDS TSF?

THE SOFTWARE FINDER is useful in many different situations, but especially in schools. School planners contemplating micro acquisition but uncertain about the availability of software, find ample evidence in TSF that indeed there is a vast array of programs available. Furthermore, they can determine which microcomputers are supported with the sorts of software they need.

Teachers planning courses and curricula can use our directory as a handy reference for identifying those topics whose teaching could be supported easily by computer use as well as for locating programs/packages to be ordered. For special education teachers, THE SOFTWARE FINDER is a particularly rich source of new tools to assist in providing interesting, stimulating, and effective learning environments. Likewise, media center personnel whose responsibilities include management of instructional computing find it useful in locating materials to be acquired.

In a related area, TSF can be quite useful to schools of education for planning and implementing programs to support school use of microcomputers. It also should be helpful to software evaluators as a point of departure in defining their universe of operation.

In other areas, home computer users can turn to THE SOFTWARE FINDER as a bountiful source of ideas for concrete uses of their systems. Likewise, here they will find software to help realize those ideas. On the commercial side of things, SMWD is a valuable aid to computer store personnel as a means of helping their clients apply their products to teaching/learning tasks in many varied environments.

ORGANIZATION OF THE SOFTWARE FINDER

The balance of this issue is organized broadly into three sections. Section II, which is divided into three subsections, concerns instructional software. The remaining sections comprise a listing of software for administrative applications (III) and an alphabetical listing of software suppliers' addresses and telephone numbers (IV). A glossary and index also are included.

Section II requires some explanation. It includes all products intended to support the teacher and classroom functions, running the gamut from simple drills to teacher gradebook programs and full-blown computer managed instruction systems. Subsection II-1 contains the most complete entries; it is sequenced by school department and within that by subject, in some cases by topic, and by grade level.

Subsection II-2 contains separate listings of software for Apple, Atari, PET/-CBM, VIC-20, Commodore 64, and TRS-80 Mod I/III, and TRS-80 Color Computer. These listings, whose entries are abbreviated, are sequenced the same as those in II-1. In the interests of providing more detailed information, Subsections II-1 and II-2 contain separate entries for all products, even though some of those products are sold only as parts of packages which suppliers will not separate. Subsection II-3 lists all packages and tells what programs are included in each of them (see page 3 for more information on packages).

HOW TO USE TSF TO FIND SOFTWARE

Readers who are interested in finding software for particular curriculum areas, irrespective of hardware system, should go directly to Section II-1 which immediately follows this introduction. Those who are interested only in software for a particular hardware system may wish to consult first the applicable summary listing in Section II-2 and then use the product locator numbers provided there, giving page and location within page, to find expanded entries in II-1. Readers who are looking for administrative software should of course refer directly to Section III. Instructions for use are given at the beginning of the sections just mentioned. The addresses and telephone numbers of the suppliers named will be found in Section IV.

PRICES

Most entries in Sections II-1 and III include prices for the products described. We have been asked by several software suppliers to tell our readers that prices are subject to change at any time without notice, and that they should contact suppliers for the latest price information before ordering. Also, readers should be aware that most orders will be subject to additional charges (usually nominal) for shipping and handling.

REPRINTS OF SMWR REVIEWS NOW AVAILABLE

Reprints of individual reviews appearing in SCHOOL MICROWARE REVIEWS, TSF's companion publication, are now available. The single-copy price is \$1.50 including postage. An order blank listing all reviews published to date follows the Index in this volume.

FEEDBACK NEEDED

We want to make THE SOFTWARE FINDER as useful as possible to our readers. We would appreciate your help in improving it. Please send us your thoughts about what you would like to see (or not to see). We will try to be responsive.

PUBLICATIONS CITED IN REFERENCES TO REVIEWS

Hundreds of software description entries in Subsection II-1 contain references to reviews consisting at least an abbreviation for the name of a

publication and, in most cases an issue number or date. This list gives the publishers' addresses for the publications

referred to. It is organized alphabetically by the abbreviations used in II-1; these are shown here at the top left corner of each entry.

80M - 80 Microcomputing
80 Pine Street
Peterborough, NH 03458

BR - The Book Report
2950 North High Street
P.O. Box 14466
Columbus, OH 43214

BY - BYTE
70 Main Street
Peterborough, NH 03458

CC - Creative Computing
P.O. Box 789-M
Morristown, NJ 07960

CCN - Classroom Computer News
341 Mt. Auburn Street
Watertown, MA 02172

CCS - Creative Computing
Software Buyer's Guide 1982
P.O. Box 5214
Boulder, CO 80321

CMP - Compute!
P.O. Box 5406
Greensboro, NC 27403

CP - Cider Press

CPR - Curriculum Product
Review
Pitman Learning, Inc.
530 University Avenue
Palo Alto, CA 94301

CR - Curriculum Review
517 South Jefferson
Chicago, IL 60607

CRC - Courseware Report Card
150 West Carob Street
Compton, CA 90220

CTG - Closing The Gap
Route Two Box 39
Henderson, MN 56044

CT & TCT - The Computing
Teacher
Department of Computer &
Information Science
University of Oregon
Eugene, OR 97403

CUE - CUE Newsletter,
Computer Using Educators
c/o Don McKell, Independence
High School
1776 Education Park Drive
San Jose, CA 95133

EC - Educational Computer
P.O. Box 535
Cupertino, CA 95015

ECG - Educational Computing
8 Herbal Hill
London EC1 5JB England

EE - Electronic Education
Electronic Communications
1311 Executive Center Drive
Suite 220
Tallahassee, FL 32301

80M - 80 Microcomputing
80 Pine Street
Peterborough, NH 03458

EL - Electronic Learning
902 Sylvan Avenue
Englewood Cliffs, NJ 07632

ER(81) - EPIE Report #98/99m
EPIE Institute
P.O. Box 620
Stony Brook, NY 11790

ET - Educational Technology
140 Sylvan Avenue
Englewood Cliffs, NJ 07632

HO - Hands On!
c/o TERC
8 Eliot Street
Cambridge, MA 02138

IA - Interface Age
16704 Marquardt
Cerritos, CA 90701

IN - Info Age
Plesman Publications Ltd.
211 Consumers Road-Suite 302
Willowdale, ONT M2J 4G8 Canada

IW & I/W - Info World
375 Cochituate Road
Framingham, MA 01701

JCMST - Journal of Computers
in Math & Science Teaching
P.O. Box 4455
Austin, TX 78765

JCR - Journal of Courseware
Review
P.O. Box 4455
San Jose, CA 95159

JRM - JEM Reference Manual
Vol. 1 Release II
JEM Research
University of Victoria
Discovery Park/P.O. Box 1700
Victoria, BC V8W 2Y2 Canada

JSET - Journal of Special
Education Technology
Exceptional Child Center
Utah State University
Logan, UT 84322

KM - Kilobaud Microcomputing
80 Pine Street
Peterborough, NH 03458

LNG - Learning Magazine
Subscription Department
1255 Portland Place
Boulder, CO 80321

MCG - Microcomputing

MI - Micro
P.O. Box 6502
Chelmsford, MA 01824

MJ - MACUL Journal
c/o Lary Smith, WCISD
33500 Van Born Road
Wayne, MI 48184

MM - Media & Methods
American Society of Educators
1511 Walnut St.
Philadelphia, PA 19102

MR - Media Review
343 Manville Road
Pleasantville, NY 10570

MSN - MicroSIFT News
Northwest Regional Education
Laboratory
300 S.W. Sixth Avenue
Portland, OR 97204

MT - The Mathematics Teacher
1906 Association Drive
Reston, VA 22091

MUN - MECC Users Newsletter
MECC Publications
2520 Broadway Drive
St. Paul, MN 55113

PC - PC Magazine
Software Communications Corp.
1528 Irving Street
San Francisco, CA 94122

PCA - Personal Computer Age
10057 Commerce Avenue
Tujunga, CA 91042

PLG - Peelings II
P.O. Box 188
Los Cruces, NM 88004

PM - Purser's Magazine
P.O. Box 466
El Dorado, CA 95623

POC - Popular Computing
Box 590
Martinsville, NJ 08836

PRC - Personal Computing
50 Essex Street
Rochelle Park, NJ 07662

PT - The Physics Teacher
American Assoc of Physics
Teachers
Graduate Physics Building
State University of New York
Stony Brook, NY 11790

RB - The Rainbow
5803 Timber Ridge Drive
P.O. Box 209
Prospect, KY 40059

S-80 - The S-Eighty
6 South Street
Milford, NH 03055

SMW - School MicroWare
Reviews
Dresden Associates
P.O. Box 246
Dresden, ME 04342

SS - Softside
6 South Street-Box 68
Milford, NH 03055

ST - Softalk
Softalk Publishing Co.
Box 60
North Hollywood, CA 91601

TCT - See CT (above)

TEC - The Electronic
Classroom
150 West Carob Street
Compton, CA 90220

THEJ - T.H.E. Journal
P.O. Box 992
Acton, MA 01720

II-1 INSTRUCTIONAL SOFTWARE DESCRIPTIONS



II is concerned with software to support the teacher and classroom activities. Subsection II-1 contains the most detailed information about each product; it is sequenced by school department and within that by subject. In cases where there are many product entries for a given subject, that subject is further broken down into broad topic areas. Within a subject/topic, all entries are sequenced by lowest applicable grade level. Products are not listed here by hardware system; rather all the applicable hardware systems are indicated in each entry. The reader is directed to Subsection II-2 for by-hardware listings.

A purely fictitious product entry is shown below for purposes of discussion. Note that there is a heading indicating continuation of the department MATHEMATICS and subject Algebra from the preceding page. The name of the program is QUADFORM. The dagger symbol (†) at the left end of the first line name indicates that this is the first time that this product has been listed in THE SOFTWARE FINDER (over 800 new listings included in this issue).

The per cent sign (%) immediately to the left of the product name refers to the fact that a 10% discount is available on this product upon presentation of a TSF Discount Coupon (bound in this issue following the Index). To the right of the name QUADFORM is the word "(Tutorial)", indicating the type of program being described. The program types used are defined in the Glossary.

In the second line, the subject (Algebra) and grade levels are stated. Lines 3 through 5 describe what the product does. The sixth line lists the hardware system(s) for which the product is supplied (Commodore CBM and PET). Line 7 states the programming language in which the program is written (BASIC) and the minimum hardware required. It is in this and the last line that several letter symbols

and abbreviations have been used; their meanings are given in the Table at right. Note that "K" following a number (8K in the case of the QUADFORM program) refers to the size of computer memory required in 1000's of bytes.

The word "tape" in the sample entry means that the program is supplied on tape and that the user's computer system need only include a cassette tape recorder to load and run the program. Note that the hardware configurations shown are the minimum required. In many cases, products for which the medium tape is stated are also supplied on diskette and also may be able to use additional memory. Readers are urged to verify hardware, language, and distribution media in suppliers' literature before ordering.

The next to last line gives the name of a supplier (usually the primary source) for the product and its retail price (the price of the package in which it is included in the case of QUADFORM - see below). We endeavor to keep prices current, but one should confirm prices with the supplier before ordering.

The abbreviations and numbers in parentheses following the price refer to the fact that the program QUADFORM is distributed as part of a package (pk70) which contains a total of 5 programs (5p). A package is a collection of independent programs which are combined for purposes of distribution and which usually cannot be purchased separately, even though they may be related to completely different topics and even different disciplines. Note: The price shown for a product which is part of a package (\$27.95 in this case) is the price of the entire package, since the individual programs cannot be purchased separately.

The identity of the other programs in the package with QUADFORM can be determined by referring to the entry for package 70 in Subsection II-3. The programs are

listed individually in TSF so as to give a more complete picture of what is actually being offered. The two asterisks (**) following the package designation refer to a footnote indicating explanatory information here and in Subsection II-3.

Several hundred entries also include a final line similar to the one shown here which give references to one or more reviews of the product being described. Note that the line begins with the heading "Rev's:" in boldface type. This is followed by one or more citations, each consisting of an abbreviated publication name and a date or issue number. The abbreviations are explained in the table on page 2. For example, the reference TCT 3/81 means that a review of the product appeared in the March, 1981 issue of *The Computing Teacher*. A review citation also may include a (+), (-), or (0), indicating that the general tone of the review was, respectively, positive, negative, or neutral.

Misc. Abbreviations and Special Symbols Used in Subsections II-1 and II-3

**and dagger	See footnote on page where used.
Ap (or App)	Apple II computer.
At	Atari computer.
DAC brd	Digital-to-analog converter.
d, disk	Disk (diskette).
t	Cassette tape recorder.
K	Thousands of bytes, a measure of memory needed.
opt	Optional.
p	Programs (referring to no. of programs in a pkg.
P	PET computer.
pk	Package (see definition above).
prntr, ptr	Printer.
rdr	Reader.
TRS	TRS-80 computer.

HYPOTHETICAL PRODUCT ENTRY

Line 1:

- This is a new entry this issue.
% - Use TSF Discount Coupon to get 10% off on this product.
QUADFORM - Name of the product.
(Tutorial) - Type of program; see Glossary for definitions.

Line 2:

The subject or topic and the grade levels for which the product is intended.

Lines 3-5:

Description of what the product does.

Line 6:

The product is supplied for the Commodore CBM and PET.

MATHEMATICS: Algebra (CONT)

†QUADFORM (Tutorial)
Subj/Topic: Algebra Grades: 8-11
Description: The Quadratic Formula is reviewed; quadratic equations with complex roots are provided for solution.
Syst(s): CBM PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Soft-Ed \$27.95 (pk22,5p)**
Rev's: TCT 3/81(+)

Line 7:

BASIC - QUADFORM is written in BASIC.
8K - Min. memory required is 8,000 bytes.
tape - Computer must have a cassette recorder to load and run the program.

Line 8:

Sce: Soft-Ed - The primary source of the program is the company Soft-Ed (see Sect IV for addresses & telephone nos.) \$27.95 - Last price we have is \$27.95. (pk22,5p)** - The price given is for Package No. 22 which contains the program QUADFORM and 5 others. Packages are explained above; their contents are listed in Section II-3.

Line 9:

TCT 3/81 - A review of this product appeared in the March, 1981 issue of *The Computing Teacher*.
(+) - The TCT review was generally positive.



BUSINESS

†WORD COMMANDER - BUSINESS (Rote drill)

1) **Subj/Topic:** General **Grades:** 7-12
Description: Provides practice in vocabulary & definitions suited to business education areas.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K+ disk or tape
Sce: Edco \$50

BUSINESS: Accountg/Bookg

BUSINESS VOL 3- ACCOUNTING (Computl tool)
 2) **Subj/Topic:** Accountg/Bookg **Grades:** 9-12
Description: Gives real experience with automated acctg syts; incl gen ledger, accts payable/receivable & invent control.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K+2dsk,132col p
Sce: Minn Ed Comp Consrt \$48.60

MICROCOMPUTER APPL'NS/ACCTG (Tutorial)
 3) **Subj/Topic:** Accountg/Bookg **Grades:** 9-12
Description: Students maintain complete set of financial records for a business; use computer to apply the concepts.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap,PET16K/TR32K+d
Sce: McGraw-Hill (Gregg) \$125

TESTING PROGRAM/ACCOUNTING (Skills pract)
 4) **Subj/Topic:** Accountg/Bookg **Grades:** 9-12
Description: Multiple-choice test for each chapter, covering vocabulary and concepts.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap,PET16K/TR32K+d
Sce: McGraw-Hill (Gregg) \$125

BUSINESS PACKAGE III (Concept demo)
 5) **Subj/Topic:** Accountg/Bookg **Grades:** 9-12
Description: Includes 3 programs: Chart of Account Entry, Journal Entry & Report Print. Requires a printer.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Micro Learningware \$24.95

T-ACCOUNTS (Skills pract)
 6) **Subj/Topic:** Accountg/Bookg **Grades:** 10-12
Description: Practice in posting 10 transactions to T-accounts.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Robert Baker \$19.95

GENERAL LEDGER (Skills pract)
 7) **Subj/Topic:** Accountg/Bookg **Grades:** 10-12
Description: Accepts journal entries, prints proof, allows corrections to journal, & posts entries to the ledger.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Micro Learningware \$24.95

DEPRECIATION (Computl tool)
 8) **Subj/Topic:** Accountg/Bookg **Grades:** 10-12
Description: Calculates depreciation by the straight line, double declining balance, or sum of the years digits method.
Syst(s): PET TRS-80
Lang/Min Hdwre: BASIC; 8K PET, 16K TRS
Sce: Micro Learningware \$7.95

PRINCIPLES OF ACCOUNTING (Tutorial)
 9) **Subj/Topic:** Accountg/Bookg **Grades:** 11-12
Description: Complete survey course from definition of assets to year-end accounting; req's Educ'l Syst Master Cart'dg @\$30.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Atari Inc. \$29.95

BUSINESS VOL 2 - PAYROLL (Simulation)
 10) **Subj/Topic:** Accountg/Bookg **Grades:** 9-12
Description: Simulates payroll system including building financ/empl/tax files; prints qrtly & yrly reports; has 12 progs.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + 2 dsk, prtr
Sce: Minn Ed Comp Consrt \$38.80

ACCOUNTING I (Tutorial)
 11) **Subj/Topic:** Accountg/Bookg **Grades:** 11-12
Description: Introduces, gives practice with basic accounting concepts including double entry bookkeeping.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Micro Learningware \$7.95

ACCOUNTING II (Tutorial)
 12) **Subj/Topic:** Accountg/Bookg **Grades:** 11-12
Description: Introduces journals, ledgers, and financial statements with many graphic illustrations.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Micro Learningware \$7.95

BUSINESS: Business Math

TAXING! (Tutorial)
 13) **Subj/Topic:** Business Math **Grades:** 9-12
Description: Provides random "facts" for use in practice with 1040 form; ans key given for ea. student; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk107,2p]**

RULE OF 78 (Concept demo)
 14) **Subj/Topic:** Business Math **Grades:** 9-12
Description: Calculates interest due by the Rule of 78 when loans are paid off prematurely.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Indian Head Softwe \$2.95

BANK RECONCILIATION (Computl tool)
 15) **Subj/Topic:** Business Math **Grades:** 9-12
Description: Program reconciles a bank statement given balance, checks written & outstanding, & charges.
Syst(s): PET TRS-80
Lang/Min Hdwre: BASIC; 8K PET, 16K TRS
Sce: Micro Learningware \$7.95

ANNUITIES (Computl tool)
 16) **Subj/Topic:** Business Math **Grades:** 10-12
Description: Calculates amount that can be accumulated with an initial investment at specified rate and number of periods.
Syst(s): PET TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Micro Learningware \$7.95

LOAN AMORTIZATION (Computl tool)
 17) **Subj/Topic:** Business Math **Grades:** 10-12
Description: Computes either payment amounts, no. periods, interest rate, term of loan, or total interest; prints sched.
Syst(s): PET TRS-80
Lang/Min Hdwre: BASIC; 16K+tape;prtr opt
Sce: Micro Learningware \$7.95

BUSINESS: Business Princs

†**VIC LEMONADE** (Educ'l game)
 18) **Subj/Topic:** Business Princs **Grades:** 5-12
Description: Classic economics game for 2 players; tunes & color graphics; covers pricing, advertising, quantities, etc.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 8K+ tape
Sce: Taylormade Softwe \$14.95

MARKET (Educ'l game)
 19) **Subj/Topic:** Business Princs **Grades:** 7-12
Description: Two student teams or indiv's make small company marketing decisions (product'n level, advertising, & pricing).
Syst(s): Atari TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Compuware \$24.95 [pk45,3p]**
Rev's: CC 4/82(+)

%MARKET (Educ'l game)
 20) **Subj/Topic:** Business Princs **Grades:** 8-12
Description: Two teams compete in bike sales; manage advertising, production level, and pricing for small company.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Project LOCAL Soft \$19.95 [pk10,7p]**

DECISION-MAKING SIMULAT'NS (Simulation)
 21) **Subj/Topic:** Business Princs **Grades:** 9-12
Description: Students apply what they've learned in each chapter to make realistic business decisions.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap,PET16K/TR32K+d
Sce: McGraw-Hill (Gregg) \$350

PROFIT AND LOSS (Simulation)
 22) **Subj/Topic:** Business Princs **Grades:** 9-12
Description: Short teacher administered simulation that provides an exciting introduction to economic concepts.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Apple16K/TRS32K+d
Sce: McGraw-Hill (Gregg) \$50

THE ENTERPRISE SANDWICH (Simulation)
 23) **Subj/Topic:** Business Princs **Grades:** 10-14
Description: Instructor-controlled simulation; perfect for marketing, retailing & intro. to business courses.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K + disk
Sce: McGraw-Hill (Gregg) \$99

†**CARTELS & CUTTHROATS** (Educ'l game)
 24) **Subj/Topic:** Business Princs **Grades:** 9-14
Description: Strategic game designed to tax business sense by being in charge of own million \$ mfg plant; back up disk \$10.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Strategic Simul'ns \$39.95
Rev's: CC 4/82(+); ET 9/81(+); CRC V1#1(+)

BUSINESS: Data Processing

BUSINESS V3 (ACCTG SYSTEM) (Computl tool)
 25) **Subj/Topic:** Data Processing **Grades:** 9-12
Description: Gives realistic experience with an automated accounting system; includes general ledger, A/P, A/R, inv ctrl.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K,2 disks,prntr
Sce: Minn Ed Comp Consrt \$63.10

NEVADA COBOL (Lang proces'r)
 26) **Subj/Topic:** Data Processing **Grades:** 9-12
Description: Compiles and runs COBOL programs; enables the teaching of this language on a microcomputer; requires CP/M.
Syst(s): Apple PET TRS-80 CP/M
Lang/Min Hdwre: Machine; As neces for CP/M
Sce: Ellis Computing \$199.95

†**BUSINESS APPLICATIONS** (Concept demo)
 27) **Subj/Topic:** Data Processing **Grades:** 9-12
Description: Demonstrates variety of useful programs includ. income tax, mortgage, financial aid, payroll, inventory, etc.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Innovat Prog Assoc \$44.95

†**THE USES OF A DATABASE** (Concept demo)
 28) **Subj/Topic:** Data Processing **Grades:** 9-12
Description: Shows advantages of using a computer to store & sort info; allows user to create his own database.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Innovat Prog Assoc \$44.95

BUSINESS: Data Processing (CONT)

COBOL-80 (Lang proces'r)
 1)Subj/Topic: Data Processing Grades: 10-12
Description: Compiles & runs COBOL programs; exceeds ANSI req'ts; allows teaching of this language on microcomputer.
Syst(s): Apple CP/M
Lang/Min Hdwre: Machine; 48K;Ap-2d,CP/M-1d
Sce: Microsoft \$750
Rev's: CC V3#3; CC 3/80

†**BUSINESS FORECASTING** (Concept demo)
 2)Subj/Topic: Data Processing Grades: 10-12
Description: Shows how the computer can be used to forecast future conditions based on past & current trends.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Innovat Prog Assoc \$36.95

BUSINESS: Office Practice

10 KEY DRILL (Skills pract)
 3)Subj/Topic: Office Practice Grades: 9-12
Description: Practice or test skills using 10-key pad; computer checks for errors & calculates speed.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Robert Baker \$19.95

NUMERIC DATA ENTRY PRACT (Skills pract)
 4)Subj/Topic: Office Practice Grades: 10-12
Description: (26-2601) Pract to improve speed,accuracy on numer keypad;auto placement,pract & timed exer's;store/rept perf.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; Model I/III
Sce: Radio Shack \$39.95

BUSINESS: Shorthand

STENO (Skills pract)
 5)Subj/Topic: Shorthand Grades: 9-12
Description: Overcomes problem of teaching brief forms. Program dictates up to 100 forms. Errors/correct answers display.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + disk
Sce: Robert Baker \$19.95

BUSINESS: Typing

TYPING (Rote drill)
 6)Subj/Topic: Typing Grades: 1-12
Description: Drill on home or other row; letters appear/disappear based on speed & accuracy; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk110,2p]**

TYPING TEACHER (Tutorial)
 7)Subj/Topic: Typing Grades: 3-12
Description: Typing tutorial; goes from key familiarization through typing words & phrases,to compl kybrd mastery;dsk \$22.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+t/32K+d;Mdl/3
Sce: Instant Software \$17.95

†**KEYBOARD** (Skills pract)
 8)Subj/Topic: Typing Grades: 3-10
Description: Teaches hand - eye coordination on graphically displayed keyboard.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: SoftArt Software \$29.95

TYPING TUTOR (Skills pract)
 9)Subj/Topic: Typing Grades: 4-12
Description: Introduces, provides timed

practice in touch typing; works on individual lettrs & passages;Apple vers \$24.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; App48K+d;TRS16K+t
Sce: Microsoft \$19.95
Rev's: ET 10/81(+); JCR V1(+); SMW Su82(0)

TYPING (Tutorial)
 10)Subj/Topic: Typing Grades: 4-12
Description: Series of programs providing instruction and drill in touch typing; includes speed test; 6 prog's,19 text files.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Teck Associates \$19.95

MICROTYPING (Tutorial)
 11)Subj/Topic: Typing Grades: 4-12
Description: For beginner,drills single letters & nos.,words,sentences; create own text for practice; gives WPM, errors.
Syst(s): Apple Atari TRS-80
Lang/Min Hdwre: Machine; 48K + disk
Sce: Hayden Book Co. \$29.95
Rev's: IW 3/1/82

TYPING TEACHER (Rote drill)
 12)Subj/Topic: Typing Grades: 4-12
Description: Teaches anyone to master the typewriter or keyboard. Written by behavioral psychologist. Behavioral learning.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Compu-Tations \$14.95

TYPENMASTER (Author lang)
 13)Subj/Topic: Typing Grades: 4-12
Description: Teacher enters drills to a disk file which prog uses to control student lessons; sample drill included.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K+dsk,Applesoft
Sce: Fullmer Associates \$45
Rev's: CUE 10/80; JRM V1(+)

MASTERTYPE (Educ'l game)
 14)Subj/Topic: Typing Grades: 4-12
Description: Pract touch typing in game; alien ships attack user's space station; must type correctly to defend.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Lightning Software \$39.95
Rev's: CC 4/82(+); SMW W82(+);CCN1-2/82(0)

†**TYPING TUTOR** (Skills pract)
 15)Subj/Topic: Typing Grades: 4-12
Description: For beginner, selectable speed enables students to progress at own rate; test at selectable WPM & difficulty.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Aquarius Publish's \$24.95

†**TYPING TUTOR/WORD INVADERS** (Tutorial)
 16)Subj/Topic: Typing Grades: 4-12
Description: Teaches typing; keyb'rd displayed; identifies mistakes; practice speed & skill with word invaders game.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
Sce: Academy Software \$21.95
Rev's: CC 12/82

†**TYPING-TUTOR** (Skills pract)
 17)Subj/Topic: Typing Grades: 5-12
Description: 54 drills designed to improve touch typing skills.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Basics & Beyond \$29.95 [pk16,20p]**

†**TYPING ATTACK** (Educ'l game)
 18)Subj/Topic: Typing Grades: 5-10
Description: 9 skill levels, makes typing exercises exciting, student must depend on touch typing skills.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Atari Prog Exchnng \$29.95

†**TYPE ATTACK** (Educ'l game)
 19)Subj/Topic: Typing Grades: 5-12
Description: Gives practice in typing w/ dozens of pre-programmed lessons; WPM bar & color graphics.



Syst(s): Apple Atari VIC-20
Lang/Min Hdwre: BASIC; 32K+ tape or disk
Sce: Sirius Software \$39.95

MICROTYPING (Rote drill)
 20)Subj/Topic: Typing Grades: 6-12
Description: Provides drill and practice for keyboard familiarization. 12 programs, requires disk.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; 16K + disk
Sce: Sheridan College \$100

TOUCH TYPING (Skills pract)
 21)Subj/Topic: Typing Grades: 6-12
Description: 18 typing lessons build typing skill from zero to touch typing; includes speed exercises; disk vers \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Cove View Press \$19.95

GREGG KEYBOARDING (Tutorial)
 22)Subj/Topic: Typing Grades: 7-12
Description: Introduces & gives practice on typing skills using the Gregg typing method; develops speeds to 25 wpm.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: McGraw-Hill (Gregg) \$200

TYPERTIGHT (Tutorial)
 23)Subj/Topic: Typing Grades: 7-12
Description: Complete typing course, including instr'ns, drill (w/ whole words), speed/accuracy reports; also 5 games.
Syst(s): CBM PET
Lang/Min Hdwre: BASIC; PET8K+t; CBM16K+d
Sce: Barron Enterprises \$29.95
Rev's: CRC V1#1(+); EC V2#6(+)

†**TYPING STRATEGY** (Tutorial)
 24)Subj/Topic: Typing Grades: 7-12
Description: Uses animated image of keyboard & pair of hands to teach excellence exhibited by master typists; Vic \$24.95.
Syst(s): Apple PET VIC-20
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Behavioral Engin'g \$29.95

†**LETTER MAN** (Educ'l game)
 25)Subj/Topic: Typing Grades: 7-12
Description: For novice to expert typist; hungry ghosts chase you thru maze of words at faster & faster speeds; Vic \$24.95.
Syst(s): Apple PET VIC-20
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Behavioral Engin'g \$29.95

†**TOUCH TYPING TUTOR 3.0** (Skills pract)
 26)Subj/Topic: Typing Grades: 7-12
Description: Provides practice in typing; teaches finger placement; 19 lessons; time tests; on disk \$24.95.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 8K+ tape or disk
Sce: Taylormade Softwe \$19.95

† This is a new entry in THE SOFTWARE FINDER. * TSF Discount Coupon gets 10% off on this product. ** See Intro. and Sect. II-3.

BUSINESS: Typing (CONT)

†**TOUCH TYPING TUTOR 64** (Skills pract)
 1)Subj/Topic: Typing Grades: 7-12
Description: Practice typing w/ all fingers; finger placement pictured on screen; timed tests; 19 lessons; disk \$24.95.
Syst(s): Com 64
Lang/Min Hdwre: BASIC; 8K+ tape or disk
Sce: Taylormade Softwe \$19.95

TOUCH TYPING (Tutorial)
 2)Subj/Topic: Typing Grades: 9-12
Description: Instruction & timed practice in touch typing; practice on both letters & sentences; reports student performance.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Atari Inc. \$ n/av

BUSINESS: Busin's English

WRITING COMPETENCY PROGRAM (Tutorial)
 3)Subj/Topic: Busin's English Grades: 7-12
Description: Covers business letters of request & complaint, organizing report, & persuasion.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Educat'l Activit's \$65

CAREER EDUCATION

JOB READINESS-ASSESS/DEVEL (Tutorial)
 4)Subj/Topic: General Grades: 6-12
Description: Assesses, teaches job readiness skills, eg., writ'g applic'ns & deal'g with placem't agencies; good for spec educ.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: MCE \$165
Rev's: ET 2/82(0); SMW Su82(0)

TRUCKER (Educ'l game)
 5)Subj/Topic: General Grades: 9-12
Description: User tries to maximize profit as independent trucker; balances risks/rewards of cargo type, route, speed, etc.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; 32K Ap/TRS, 40K At
Sce: Compuware \$24.95 [pk25,2p]**

AIR TRAFFIC CONTROLLER (Educ'l game)
 6)Subj/Topic: General Grades: 9-12
Description: Player controls 27 prop & jet planes in real time as they land, take off & fly over; variable difficulty level.
Syst(s): Apple TRS-80
Lang/Min Hdwre: Machine; 16K + tape
Sce: Compuware \$14.95

†**NEW ON THE JOB** (Tutorial)
 7)Subj/Topic: General Grades: 9-14
Description: Learn what people look for & how to make a good impression; make the first weeks work for you, on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**INTERVIEWING** (Tutorial)
 8)Subj/Topic: General Grades: 9-14
Description: Learn what a job interviewer is looking for, how he gets his info; learn to sell your skills; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**SELF CONCEPT AND YOUR WORK** (Tutorial)
 9)Subj/Topic: General Grades: 9-14
Description: Who am I? What kind of person am I? How do I feel about myself? All this relates to work! On disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

**THE USES OF
MICROCOMPUTERS
FOR SCHOOL COUNSELORS**

Ask about FATE²,
STUDY, AND SCI FI.

Write David Lemire,
Box 2326, Evanston,
Wyoming 82930.

†**PART-TIME JOBS** (Tutorial)
 10)Subj/Topic: General Grades: 9-14
Description: Provides insights into obtaining and holding a part-time job; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**HOW TO GET AND HOLD A JOB** (Tutorial)
 11)Subj/Topic: General Grades: 9-14
Description: Learn job selection, interviewing, employee-employer relations, & other occupational skills; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**THE JOB AND YOU** (Tutorial)
 12)Subj/Topic: General Grades: 9-14
Description: Learn about presenting best possible image to prospective employer; e.g. confidence in ability; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

SIGI-INTERACTIVE GUIDANCE (Data retr'val)
 13)Subj/Topic: General Grades: 10-12
Description: A computerized career guidance system that helps students develop individual career plans; price \$1200/year.
Syst(s): TRS-80
Lang/Min Hdwre: PASCAL; 64K Mod II+2 disks
Sce: Educat'l Testg Svc \$1200

COIN: THE CAREER SEARCH (Data retr'val)
 14)Subj/Topic: General Grades: 10-12
Description: Retrieves career information based on student preferences.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: COIN/Bell & Howell \$250

COIN: THE COLLEGE SEARCH (Data retr'val)
 15)Subj/Topic: General Grades: 10-12
Description: Retrieves college information based on student preferences.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: COIN/Bell & Howell \$250

SOONER- FINANCIAL AID SRCH (Data retr'val)
 16)Subj/Topic: General Grades: 10-12
Description: Retrieves financial aid information based on student preferences and characteristics.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: COIN/Bell & Howell \$250

COMPREHENSIVE

APPLE DEMONSTRATION DISK (Multi types)
 17)Subj/Topic: General Grades: 1-12
Description: Sample instruct'l applications includ'g drill, practice, tutorial, simulat'n, probl-solv'g & worksheet print.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Compuware \$19.95

COMPUGRADE (Teacher aid)
 18)Subj/Topic: General Grades: 1-12
Description: This program provides a complete grading utility for teachers; complete documentation; disk \$21.95.
Syst(s): CBM PET
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Melvin Billik \$16.95

†**GOLDEN DELICIOUS GAMES** (Concept demo)
 19)Subj/Topic: General Grades: 5-12
Description: Guide to writing orig games in BASIC w/ sound & graphics; contains educational games, subroutines.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: John Wiley & Sons \$34.95
Rev's: PRC 1/83(+)

†**AUDIO VISUAL EQUIPMENT** (Tutorial)
 20)Subj/Topic: General Grades: 9-16
Description: 5-part system tells about the computer & about filmstrip, overhead, slide, opaque & 16mm projectors.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: Avant Garde Creatns \$29.95

†**THE MICRO AS TEACHING TOOL** (Concept demo)
 21)Subj/Topic: General Grades: 13-16
Description: 6 les'ns show several micro instrl applic'ns in variety of subj areas; pkg incl 2 filmstrips & guide/skill wrkbk.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Soc for Visual Ed \$99.50

**COMPREHENSIVE: Basic Skills**

PRESCHOOL FUN (Tutorial)
 22)Subj/Topic: Basic Skills Grades: K-2
Description: Teaches color, shape, number recognition, upper & lower case letters, & directions; no read'g req'd; on disk \$25.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; 16K + tape
Sce: T.H.E.S.I.S. \$17.50
Rev's: PM, Su81(0)

†**COMPUTER CONCENTRATION** (Educ'l game)
 24)Subj/Topic: Basic Skills Grades: K-4
Description: Find matching numbers & letters behind boxes on screen; player who matches highest values gets higher score.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Aquarius Publish's \$14.95

†**TEACHER'S PET** (Skills pract)
 25)Subj/Topic: Basic Skills Grades: K-2
Description: Intro to computers as well as learning tool; arith practice, letter recogn, counting & answer manual; disk \$18.95.
Syst(s): Apple Atari CP/M PET TRS-80
Lang/Min Hdwre: BASIC; At 16K; others 48K
Sce: Artworx \$14.95

COMPREHENSIVE: Basic Skills (CONT)

†**BODGE PUDGE** (Skills pract)
 1)Subj/Topic: Basic Skills Grades: K-2
Description: Knowledge in enjoyable way for very young thru cartoons, animations & songs; child can work alone or with adult.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; At 32K+d,Ap 48K+d
Sce: Artworx \$19.95

†**EARLY ELEMENTARY II** (Skills pract)
 2)Subj/Topic: Basic Skills Grades: K-2
Description: Practice in alphabet, numbers & the inside-outside concept.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Compu-Tations \$29.95

CONCENTRATION (Educ'l game)
 4)Subj/Topic: Basic Skills Grades: 1-12
Description: Student tries to match pairs of teacher-selected items on 15-item game board; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk107,2p]**

MEMORY BUILDER: CONCENTR'N (Educ'l game)
 4)Subj/Topic: Basic Skills Grades: 1-6
Description: Series of educ'l games to improve memory, attention span, concentr'n; Apple and Atari disk versions, \$23.95.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; 16K;Ap+d;others+t
Sce: Program Design Inc \$16.95
Rev's: MJ V3#2(0)

INDIVIDUAL STUDY CENTER (Skills pract)
 5)Subj/Topic: Basic Skills Grades: 1-12
Description: Pract in many subj's w/ several game/quest modes; lessons avail separately; Ap dsk \$54.95; ModIII dsk \$69.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; ApDOS3.3;16K M1/3
Sce: TYC Software \$59.95
Rev's: CC 10/80; MM 10/81(+); SMW W82(-)

†**EDUCATIONAL PACKAGE I** (Skills pract)
 6)Subj/Topic: Basic Skills Grades: 1-14
Description: Practice in states & capitals, spelling (own lists), making change, percent & alpha order.
Syst(s): PET TRS-80
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Educational Softwe \$23.95

†**GAME DISK #1** (Educ'l game)
 7)Subj/Topic: Basic Skills Grades: 1-5
Description: Five 1 & 2 player games give practice in basic math & spelling; Hangman & other formats.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: H.E.L. Laborator's \$24.95

†**FOLLOWING DIRECTIONS** (Educ'l game)
 8)Subj/Topic: Basic Skills Grades: 2-5
Description: This game offers practice in following directions. Players travel to various destinations in the game.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + disk
Sce: Learning Well \$49.95

†**SNOOPER TROOPS-G.P. GHOST** (Educ'l game)
 9)Subj/Topic: Basic Skills Grades: 3-14
Description: Granite Point Ghost mystery teaches writing,record-keeping,organizing, reasoning,mapmaking & vocabulary building.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; 48K + disk
Sce: Spinnaker Software \$44.95

†**SNOOPER TROOPS-D. DOLPHIN** (Educ'l game)
 10)Subj/Topic: Basic Skills Grades: 3-14
Description: Disappearing Dolphin mystery teaches writing,record-keeping,organizing, reasoning,mapmaking & vocabulary building.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; 48K + disk
Sce: Spinnaker Software \$44.95

†**SCHOOLHOUSE I** (Skills pract)
 11)Subj/Topic: Basic Skills Grades: 3-8

Description: Practice in spelling, algebra, Roman numerals, language arts, fractions.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Compu-Tations \$24.95

APPLE DIALOG (Tutorial)
 12)Subj/Topic: Basic Skills Grades: 4-7
Description: Keyboard orientation; asks questions, plays music, draws a picture, & plays a game; instruc'n on special keys.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Indian Head Softwe \$3.95

MIND-STEP 1 (Tutorial)
 13)Subj/Topic: Basic Skills Grades: 5-12
Description: Intro to and practice with memorization techniques; 10 prog's with graphics; Apple & Mod III dsk vers \$31.50.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; AppDOS3.3; TRS16K
Sce: TYC Software \$26.50

MIND STEP 2 (Tutorial)
 14)Subj/Topic: Basic Skills Grades: 6-12
Description: Memorization techniques; graphics; 9 prgs teach better study,listening skills; audio tape; Ap/Mod3 dsk ver\$36.60.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d; TRS16K+t
Sce: TYC Software \$31.50

COMPREHENSIVE: Statistics

STATISTICS WITH DAISY (Computl tool)
 15)Subj/Topic: Statistics Grades: 1-12
Description: Full range of statistical functions, hi-res plots, DIF files; user-defined commands; emphasizes ease of use.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3,Aplsft
Sce: Rainbow Computing \$79.95
Rev's: CP 2-3/82; TCT 4/82(+); PLG 5-6/82

BAR GRAPH (Computl tool)
 16)Subj/Topic: Statistics Grades: 4-12
Description: Plots bar or line graph for up to six categories.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Compuware \$19.95 [pk47,5p]**

STATISTICS (Computl tool)
 17)Subj/Topic: Statistics Grades: 7-12
Description: Provides comprehensive capability for statistical analysis of data.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + tape
Sce: Edu-Ware Services \$29.95
Rev's: CC 9/80; JRM V1(+); MJ W81(-)

†**SAP-SURVEY ANALYSIS PKG** (Computl tool)
 18)Subj/Topic: Statistics Grades: 8-12
Description: Does statistical analysis of survey results; designed for student projects; a Huntinton II program.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III,tape
Sce: Project LOCAL Soft \$19.95 [pk10,7p]**

COMPREHENSIVE: Author Lang's

PILOT (WITH TURTLE GRAPHX) (Author lang)
 19)Subj/Topic: Author Lang's Grades: K-12
Description: Enables teacher to easily create instruction & practice dialogs using text, color graphics & music.
Syst(s): Atari
Lang/Min Hdware: Machine; 16K + tape
Sce: Atari Inc. \$129.95
Rev's: SMW Su82(+); CUE 5/82(+); CR 10/82(+)

THE AUTHORING SOFTWARE (Author lang)
 20)Subj/Topic: Author Lang's Grades: 1-12
Description: Allows teacher/student simply to list material & have sophisticated

program generated to teach it.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Active Systems \$295

PILOT plus (Author lang)
 21)Subj/Topic: Author Lang's Grades: 1-12
Description: Extended version providing videodisc, touch panel & color graphx support; runs on any CP/M 2.0 or later syst.
Syst(s): CP/M
Lang/Min Hdware: Machine; as neces for CP/M
Sce: I.I.A.T. \$150

SHELL GAMES (Author lang)
 22)Subj/Topic: Author Lang's Grades: 1-12
Description: Allows teacher to create drill & practice dialogs using T-F, multiple choice, & matching formats.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Apple Computer \$50
Rev's: TCT 5/82(+); PM Ed#11(-)

†**EXPRESS TRAINER** (Author lang)
 23)Subj/Topic: Author Lang's Grades: 1-12
Description: Authoring program allowing combination of music, digitized voice, hi-res grafx, lightpen & keyboard response.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk
Sce: Bipacs \$250

APPILOT II EDU-DISK (Author lang)
 24)Subj/Topic: Author Lang's Grades: 1-12
Description: This includes high & low resolution graphics, built in timer, light pen input & voice output.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk;other opt
Sce: Muse Software \$99.95

WATCAN (Author lang)
 25)Subj/Topic: Author Lang's Grades: 1-12
Description: Facilitates writing of CAI programs; has screen editor, question processor, program editor & utilities.
Syst(s): Apple CP/M
Lang/Min Hdware: BASIC; as neces for CP/M
Sce: Univ of Waterloo \$85

VOICE-BASED LEARNING SYST (Author lang)
 26)Subj/Topic: Author Lang's Grades: 1-12
Description: Allows creation of CAI dialog in which student speaks responses (no typing); req's voice entry terminal,\$676.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk,Applesoft
Sce: Scott Instruments \$99.95

EUREKA (TM) LEARNING SYST (Author lang)
 27)Subj/Topic: Author Lang's Grades: 1-12
Description: Lets teacher develop courses without prog'g exper; uses graphics, special characters, sound in lessons.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk,Applesoft
Sce: Eiconics \$495
Rev's: CC 11/81(-); JCR V1#1(+)

ZENITH EDUCATION SYSTEMS (Author lang)
 28)Subj/Topic: Author Lang's Grades: 1-12
Description: Enables easy creation of CAI dialogs using hi-res color graphics & animation;monitors/saves/repts stud't perf.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + disk
Sce: Avant Garde Creatns \$250
Rev's: IW V3#27(+); CC 11/81(0); ET 1/82(0)

THE INSTRUCTOR 3.0 (Author lang)
 29)Subj/Topic: Author Lang's Grades: 1-12
Description: Enables teacher to create instruct'n & pract dialogs which employ taped video materials under computer ctrl.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+d,video ctrlr
Sce: BCD Associates \$395

† This is a new entry in THE SOFTWARE FINDER.

* TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.

COMPREHENSIVE: Author Lang's (CONT)**THE TUTORING SOFTWARE** (Tutorial)

1)Subj/Topic: Author Lang's Grades: 1-12
Description: Designs educationally optimal lessons for any material and teaches it to up to 32 students at once.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Active Systems \$249

THE LEARNING SYSTEM

(Author lang)
 2)Subj/Topic: Author Lang's Grades: 1-12
Description: Helps teacher create tutorials(intro material,ask quest's,help,review)tests(3 formats,store/analz scores).
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Micro Lab \$150
Rev's: CC 11/81; ET 11/81(+)

CAVRI V INTERACTIVE VIDEO (Author lang)
 3)Subj/Topic: Author Lang's Grades: 1-12
Description: CAI and videotaped teaching combine to teach & drill on any topic; price including video interface is \$1200.
Syst(s): Apple
Lang/Min Hdwre: Machine; 32K+dsk,video int
Sce: Cavri Systems \$550

THE PROFESSOR

(Author lang)
 4)Subj/Topic: Author Lang's Grades: 1-12
Description: Teacher "teaches" Professor subject in pre-programmed lessons; then student can work at own pace.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Monument Comp Serv \$29.95

8-E-Z PILOT

(Lang proces'r)
 5)Subj/Topic: Author Lang's Grades: 1-12
Description: Very easy version of PILOT (only 10 commands); very good for creating CAI dialog.
Syst(s): Apple
Lang/Min Hdwre: Machine; 48K+dsk,Applesoft
Sce: Teck Associates \$39.95

C-BITS III

(Author lang)
 6)Subj/Topic: Author Lang's Grades: 1-12
Description: Asks teacher-authored quests to 2 students; if correct ans, stud't gets Tic-Tac-Toe move; pairs gr with questions.
Syst(s): Apple
Lang/Min Hdwre: COBOL; 48K+disk;ptr opt1
Sce: Educ'l Soft Midwest \$45

AUTHOR 1 PRESENTATION

(Author lang)
 7)Subj/Topic: Author Lang's Grades: 1-12
Description: Presents lessons created with Author 1 (26-1727); rec'ds & prints out scores; printer needed for card use.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Radio Shack \$64.95

TRS-80 AUTHOR I

(Author lang)
 8)Subj/Topic: Author Lang's Grades: 1-12
Description: (26-1727) Easy creation of tutorial & drill mater's; includes screen editing, graphics & managem't/recordkeepg.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Radio Shack \$149.95

MicroPILOT

(Author lang)
 9)Subj/Topic: Author Lang's Grades: 1-12
Description: Extended version of PILOT lang with graphics & file mgt; espec good for creating CAI dialog;Mod3 vers \$119.95.
Syst(s): TRS-80
Lang/Min Hdwre: Machine; 32K ModI/III+disk
Sce: Radio Shack \$99.95

AIDS

(Author lang)
 10)Subj/Topic: Author Lang's Grades: 1-12
Description: Complete CAI system, including authoring, editing, dialog,evaluation, recordkeeping, and reporting.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K+dsk,AIDSfrmwe
Sce: Skillcorp Software \$495

CREATE YOUR OWN-ELEMENTARY (Author lang)

11)Subj/Topic: Author Lang's Grades: 1-12

Description: Allows teacher to create CAI dialog; up to 4-line stimulus in large characters; allows alternate right ans's.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Hartley Courseware \$26.95

CREATE YOUR OWN-INTERMED (Author lang)

12)Subj/Topic: Author Lang's Grades: 1-12
Description: Teacher may create CAI dialog; 4-line stimulus w/ standard characters; can give instruc'ns;stud't mgt syst.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Hartley Courseware \$26.95

CREATE- FILL IN THE BLANKS (Author lang)

13)Subj/Topic: Author Lang's Grades: 1-12
Description: Allows teacher to create lessons with audio stimulus; provides student management disk system.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk, CCD
Sce: Hartley Courseware \$26.95

GENIS I

(Author lang)
 14)Subj/Topic: Author Lang's Grades: 1-12
Description: Allows teacher to create tutorial & pract dialogs;allows alternate rt ans's & spellings;stores/reports perf.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Bell & Howell \$300
Rev's: IA 5/81(0)

GROW

(Author lang)
 15)Subj/Topic: Author Lang's Grades: 1-12
Description: An extensible system for authoring creative CAI, adventure games, and knowledge networks.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Comp Sys Design \$35

BLOCKS AUTHORIZING SYSTEM

(Author lang)
 16)Subj/Topic: Author Lang's Grades: 1-12
Description: Enables novice to create CAI dialog using hi-res color graphics; presents material, monitors/reports progress.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: San Juan Unif Schl \$50

NEVADA PILOT

(Author lang)
 17)Subj/Topic: Author Lang's Grades: 1-12
Description: Nevada PILOT helps a person with no previous computer experience to develop CAI dialog.
Syst(s): CP/M
Lang/Min Hdwre: Machine; as neces for CP/M
Sce: Ellis Computing \$149.95

GHOSTWRITER

(Teacher aid)
 18)Subj/Topic: Author Lang's Grades: 1-12
Description: English language prompted authoring system for use by non-programmers to create CAI or interactive video.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 64K+disk
Sce: Cavri Systems \$995

**↑VELS AUTHORIZING SYSTEM**

(Author lang)
 20)Subj/Topic: Author Lang's Grades: 1-12
Description: Creates courseware which can be studied by voice command - no keyboard input; disk + hardware \$895.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Scott Instruments \$100

TIC TAC SHOW

(Educ'l game)
 21)Subj/Topic: Author Lang's Grades: 2-12
Description: Pract on facts from any subject in popular TV game format;multi-player, animation; auth system,preprog topics.
Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K + disk
Sce: Cmp Advanced Ideas \$39.95

↑MICROTEACH

(Author lang)
 22)Subj/Topic: Author Lang's Grades: 2-12
Description: Teachers enabled to write a courseware pkg w/o any programming in English or Spanish; menu driven.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 48K+disk
Sce: Compumax \$195

↑ELECTRIC LECTURE

(Author lang)
 23)Subj/Topic: Author Lang's Grades: 2-12
Description: Authoring system designed to permit user to sequence screens & graphics in any order.
Syst(s): Apple
Lang/Min Hdwre: PASCAL; 48K + disk
Sce: Thorobred Softwe \$95

CAI AUTHOR'C SYST-EXTENDED (Author lang)

24)Subj/Topic: Author Lang's Grades: 3-12
Description: A special discount package for schl districts for use in 5 schls;consists of Caiware-3D,Super-CAI & extras.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; ModI/III+disk
Sce: Fireside Computing \$398
Rev's: 80M 5/81(+); 80M 2/82; 80M 5/82

CAIWARE

(Author lang)
 25)Subj/Topic: Author Lang's Grades: 3-12
Description: Subject matter experts specify branching, enter text, questions on formatted screens; no coding.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Fireside Computing \$44.95

SUPER-CAI

(Author lang)
 26)Subj/Topic: Author Lang's Grades: 3-12
Description: Enhanced version of CAIWARE Authoring System; includes updating, copying, compressing existing lessons on tape.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Fireside Computing \$66.95

CAIWARE-2D

(Author lang)
 27)Subj/Topic: Author Lang's Grades: 3-12
Description: Creates courseware;no cod'g; formatted screens: graphics,text,mult chc, fill-ins; lesson control, student records.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K ModI/III,disk
Sce: Fireside Computing \$127
Rev's: ET 4/82(0); 80M 2/82(+); SMW W83(+)

CAIWARE-3D

(Author lang)
 28)Subj/Topic: Author Lang's Grades: 3-12
Description: Formatted screen authoring system with syllabus file, stud't recds, computer managed instr'n; many extras.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K ModI/III,disk
Sce: Fireside Computing \$222

EDUGRAMMER

(Author lang)
 29)Subj/Topic: Author Lang's Grades: 4-12
Description: Enables easy creation of CAI dialog using mixture of taped video & computer-generated messages;reports progress.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 48K+t+VCR+TV cam
Sce: Roklan \$ n/av

↑VANILLA PILOT

(Author lang)
 30)Subj/Topic: Author Lang's Grades: 4-12
Description: Plain vanilla version of pilot computer language; turtle graphics.
Syst(s): PET
Lang/Min Hdwre: Machine; 16K+ tape or disk
Sce: Tamarack Software \$19.95

↑MENTOR MASTER

(Author lang)
 31)Subj/Topic: Author Lang's Grades: 6-16
Description: 3 question types, cognitive level coding, gradebook,branching,graphics with 80 science diagrams available.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Aplst
Sce: Datatech Software \$39.50
Rev's: CC 10/82

COMPREHENSIVE: Author Lang's (CONT)**TEACHER'S TOOLKIT**

(Author lang)

1)Subj/Topic: Author Lang's Grades: 7-14
Description: Enables teachers to design & write question/answer sequences with no knowledge of BASIC language.

Syst(s): Apple PET VIC-20 TRS-80
Lang/Min Hdware: BASIC; P/V+; App+TRS+d
Sce: Wida Software \$40

COMPREHENSIVE: Aptit Test Prep**ANALOGIES**

(Tutorial)

2)Subj/Topic: Aptit Test Prep Grades: 7-12
Description: Introduces analogies, describes different types, shows how to analyze them & gives practice; App, Atari disk vers \$23.95.

Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; 16K; App+d; others+t
Sce: Program Design Inc \$16.95

†SAT VERBAL SKILLS-ETYMOLGY (Tutorial)

3)Subj/Topic: Aptit Test Prep Grades: 7-12
Description: Reviews Latin & Greek roots & prefixes to derive word meanings; foreign words & phrases; on disk \$15.

Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

†SAT VERBAL SKLS-WRD CATEG'S (Tutorial)

4)Subj/Topic: Aptit Test Prep Grades: 7-12
Description: Hist, humanities, sci, math, literature groupings help student retain word definitions; on disk \$15.

Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

†SAT VERBAL SKLS-WRD RELAT (Tutorial)

5)Subj/Topic: Aptit Test Prep Grades: 7-12
Description: Review & practice in relationships of words in analogies; questions follow; on disk \$15.

Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

†SAT VERBAL SKILLS-SYNONYMS (Tutorial)

6)Subj/Topic: Aptit Test Prep Grades: 7-12
Description: Reviews correct selection of similar meaning words; answers explained; on disk \$15.

Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

†SAT VERBAL SKILLS-ANTONYMS (Tutorial)

7)Subj/Topic: Aptit Test Prep Grades: 7-12
Description: Reviews correct selection of opposite meaning words; answers explained; on disk \$15.

Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

†SAT VERBAL SKILLS-DEFINITS (Tutorial)

8)Subj/Topic: Aptit Test Prep Grades: 7-12
Description: Series emphasizes correct selection of words by definition; on disk \$15.

Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

VOCABULARY BUILDER

(Skills pract)

9)Subj/Topic: Aptit Test Prep Grades: 9-14
Description: Study aid for College Board exams; over 1600 entries; expandable data base; great for all ages.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Sliwa Enterprises \$25

WORD ANALOGY

(Skills pract)

10)Subj/Topic: Aptit Test Prep Grades: 9-14
Description: Over 1200 word relationships are saved in the data base; great study aid for College Boards.

Syst(s): Apple

Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Sliwa Enterprises \$25

SENTENCE COMPLETION

(Skills pract)

11)Subj/Topic: Aptit Test Prep Grades: 9-14
Description: Study aid for College Brds; over 300 entries arranged in completion, construction and correction formats.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Sliwa Enterprises \$25

VOCABULARY BASEBALL GAME

(Educ'l game)

12)Subj/Topic: Aptit Test Prep Grades: 9-12
Description: 3 single-player games help students learn SAT-type words; 3 difficulty levels; score always displayed; 1000 words.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: J & S Software \$29.50
Rev's: CC 4/82(+); SMW Su82(-); CRC V1#1(0)

MATH I

(Skills pract)

13)Subj/Topic: Aptit Test Prep Grades: 9-14
Description: Study aid for College Board exams. 300 multiple choice questions with hints.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Sliwa Enterprises \$25

SAT WORD ATTACK SKILLS

(Skills pract)

14)Subj/Topic: Aptit Test Prep Grades: 9-12
Description: Word Attack Skills develops word definitions, word connotations, roots, and prefixes.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3, Aplsft
Sce: Edu-Ware Services \$49

PSAT WORD ATTACK SKILLS

(Skills pract)

15)Subj/Topic: Aptit Test Prep Grades: 9-12
Description: Word Attack Skills develops word definitions, word connotations, roots, and prefixes.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3, Aplsft
Sce: Edu-Ware Services \$49

†GED-100

(Tutorial)

16)Subj/Topic: Aptit Test Prep Grades: 9-12
Description: Provides diagnosis, remediation, reinforcement, testing & individual prescript'ns to prep stud'ts for GED exam.

Syst(s): TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: Educ'l Softwe Mkt \$1275

QUANTITATIVE COMPARISONS

(Skills pract)

17)Subj/Topic: Aptit Test Prep Grades: 10-12
Description: 7 lessons & test help prepare for SAT Math; uses SAT quest format; covers arith thru plane geom; disk vers \$26.50.

Syst(s): Atari
Lang/Min Hdware: BASIC; 8K+t, joystk; 16K+d
Sce: Program Design Inc \$19.95

PREPARING FOR THE SAT

(Tutorial)

18)Subj/Topic: Aptit Test Prep Grades: 10-12
Description: 6 cassettes covering analogies, vocabulary, number series, quantitative comparisons, time allocation.

Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t, BASIC crtdg
Sce: Program Design Inc \$125

MATH II

(Skills pract)

19)Subj/Topic: Aptit Test Prep Grades: 10-14
Description: Study aid for College Board exams; over 150 multiple choice questions with graphic displays and hints.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Sliwa Enterprises \$25

VERBAL STRATEGIES/MATH-SAT

(Tutorial)

20)Subj/Topic: Aptit Test Prep Grades: 10-12
Description: SAT prep; analogies, read'g comp, sent compl'n, algebra, geom, ratios, etc; has les'n, info, test modes+mgt; \$105/year.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Borg-Warner Ed Sys \$875

COLL ENTR EXAM PREP-VERBAL

(Tutorial)

21)Subj/Topic: Aptit Test Prep Grades: 10-12

Description: Individ'd instruct'n to prepare for SAT; 1900 synonyms/antonyms; les'n; info, test modes & mgt system; rent \$75/yr.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Borg-Warner Ed Sys \$575
Rev's: SMW W83(0)

SAT ENGLISH I

(Skills pract)

22)Subj/Topic: Aptit Test Prep Grades: 10-12
Description: Practice on concepts/skills used on SAT Verbal section; incl explanations for all choices on each of 160 ques.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Micro Lab \$30
Rev's: ET 10/82(0)

COMPETENCY EXAM PREPARAT'N

(Tutorial)

23)Subj/Topic: Aptit Test Prep Grades: 10-12
Description: Prepares stud't for National Profic Ser's, Cal Profic Assess't Test or NY Regents Comp Test; has mgt system.

Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K+tape; prtr opt
Sce: Krell Software \$2499

ENGLISH ACHIEVEMENT I-V

(Rote drill)

24)Subj/Topic: Aptit Test Prep Grades: 10-12
Description: Stud't finds errors in sentences from Engl Achievem't Exam; feedback ea item; Apple \$39.95/disk, PET \$20/tape.

Syst(s): Apple PET
Lang/Min Hdware: BASIC; PET16K+t; App48K+d
Sce: Miccomp Workshops \$20
Rev's: EL 9/82(+)

†S.A.T. TUTOR

(Tutorial)

25)Subj/Topic: Aptit Test Prep Grades: 10-12
Description: Gives instruction in strategies & approaches to various question types; series of practice testing drills.

Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Aquarius Publish's \$55

†WORD COMMANDER

(Rote drill)

26)Subj/Topic: Aptit Test Prep Grades: 10-14
Description: Provides practice & review of vocabulary & definitions for GRE-SAT tests.

Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K+ disk or tape
Sce: Edco \$50

†PREP - 100

(Tutorial)

27)Subj/Topic: Aptit Test Prep Grades: 10-12
Description: Student prepares & reviews for ACT.

Syst(s): TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: Educ'l Softwe Mkt \$495

†FONBOUNCE - S.A.T.

(Skills pract)

28)Subj/Topic: Aptit Test Prep Grades: 10-12
Description: Practice for SAT in spelling, speed reading, vocabulary; words commonly found on exams.

Syst(s): Atari
Lang/Min Hdware: BASIC; 48k + DISK
Sce: Comp Lrg Ctr Child \$29.99

COLLEGE BOARD 81/82 PREP'N

(Skills pract)

29)Subj/Topic: Multiple Topics Grades: 10-12
Description: Practice problems to prepare for SAT's; same difficulty & scoring as past exams; covers both math & verbal.

Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Krell Software \$149.95
Rev's: IW V4#12(0); CRC V1#1(0)

† This is a new entry in THE SOFTWARE FINDER.

COMPREHENSIVE: Comput'l Tools

†THE BANK STREET WRITER (Word Processor)

1)Subj/Topic: Comput'l Tools Grades: 4-12
 Description: Word processor designed for the young writer; emphasizes ease of use; simplifies editing and re-drafting.
 Syst(s): Apple Atari
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Scholastic Inc \$95

†EASY TEXT (Text proces'r)

2)Subj/Topic: Comput'l Tools Grades: 4-14
 Description: Stresses simplicity; features include text justification, merging/editing, centering & letter generation.
 Syst(s): Apple Atari TRS-80
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Artworx \$34.95

†MATH MAGIC (Comput'l tool)

3)Subj/Topic: Comput'l Tools Grades: 4-14
 Description: Solutions w/out programming mastered in minutes; has limitless capability for arithmetic/mathematic applic'tns.
 Syst(s): Apple CP/M
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Int'l Softwe Mktg \$159.90 [pk3,2p]**
 Rev's: ST V2#8(+); PC2-3/82(+); CC 11/82(+)

DATA PLOT (Comput'l tool)

4)Subj/Topic: Comput'l Tools Grades: 6-12
 Description: User can create, edit, store and print colored and labelled bar and pie charts and line graphs.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K+d; ptr optl
 Sce: Muse Software \$59.95
 Rev's: ET 5/82(0); SMW W82(+)

†GRAPH MAGIC (Comput'l tool)

5)Subj/Topic: Comput'l Tools Grades: 7-14
 Description: Menu driven pie charts, line point & bar graphs; storage & recall; add text anywhere overlaid graphs; full color.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Int'l Softwe Mktg \$89.95 [pk3,2p]**
 Rev's: PC 12/82(+)

†MEASUREMENT CONVERSION (Comput'l tool)

6)Subj/Topic: Comput'l Tools Grades: 7-12
 Description: Performs 64 different measurement conversions in either direction; printed listing \$3.00.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K+dsk, Aplsft
 Sce: Persimmon Software \$7.50

†INTROSTAT 2.2 (Comput'l tool)

7)Subj/Topic: Comput'l Tools Grades: 9-11
 Description: Statistics pkg. Behavioral sciences oriented, data file mgmt, 40 pg manual. Source code version \$137.50.
 Syst(s): Apple Atari
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Ideal Systems \$77.50

COMPREHENSIVE: Class Mgt Aids

SANTA CLARA CMS (Teacher aid)

8)Subj/Topic: Class Mgt Aids Grades: K-3
 Description: Individual & class records; makes IEP's; scores, records, print reports; crd rdr on key; Kinderg'n asses't.
 Syst(s): Apple CBM TRS-80
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Skillcorp Software \$99.50

CMS - NUMBERS & OPERATIONS (Teacher aid)

9)Subj/Topic: Class Mgt Aids Grades: K-6
 Description: 60 criterion tests; card reader; student, class, school records; makes lesson plans; major publishers.
 Syst(s): Apple PET TRS-80

Lang/Min Hdwre: BASIC; 48K+disk,printer
 Sce: Skillcorp Software \$2000

GRADES (Teacher aid)

10)Subj/Topic: Class Mgt Aids Grades: K-12
 Description: Mid-/end-term grades, up to 40 students, 10 subjs, weighting percent & letter grades, results by studnt or subjs.
 Syst(s): CBM PET
 Lang/Min Hdwre: BASIC; 16K + tape
 Sce: Teacher's Pet \$7.95

GRADE BOOK (Teacher aid)

11)Subj/Topic: Class Mgt Aids Grades: K-12
 Description: A convenient system to keep class lists & grades. Calculates averages, median & student development on tests.
 Syst(s): Apple
 Lang/Min Hdwre: PASCAL; 64K + disk
 Sce: Edu-Soft \$29.95

PARENT REPORTING (Teacher aid)

12)Subj/Topic: Class Mgt Aids Grades: K-8
 Description: Personalized messages to go home, covering subject areas, work habits, attitude, etc. Requires a printer.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K+d,ptr,Apls+
 Sce: Hartley Courseware \$39.95

†SYLLABUS WRITER (Teacher aid)

13)Subj/Topic: Class Mgt Aids Grades: K-16
 Description: Displays, saves retrieves & modifies each element of course outline; prints outlines on paper.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K+d,Aplsft, prt
 Sce: Persimmon Software \$35

ANALYSIS I & II (Teacher aid)

14)Subj/Topic: Class Mgt Aids Grades: 1-12
 Description: Scoring, grading, statistical analyses of multiple choice tests; stores and reports performance.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; Ap32K/PET16K,disk
 Sce: Microphys \$40

TEACHER'S AID (Teacher aid)

15)Subj/Topic: Class Mgt Aids Grades: 1-12
 Description: A flexible attendance and grade management system for use in any subject area; easy editing/searching.
 Syst(s): Apple Atari CBM PET
 Lang/Min Hdwre: BASIC; Ap,At32K/P16K+dsk
 Sce: Dr. Daley's Software \$89.95

†GEN INSTRUCT'L MGT SYSTEM (Teacher aid)

16)Subj/Topic: Class Mgt Aids Grades: 1-14
 Description: Maintain records for up to 600 students; for each objective there is pretest & posttest; automatic test scoring.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Bertamax \$650

COMP MGT SYST FOR READING (Teacher aid)

17)Subj/Topic: Class Mgt Aids Grades: 1-6
 Description: 77 criterion tests; card reader; student, class, school records; makes lesson plans; 92 publishers included.
 Syst(s): Apple CBM TRS-80
 Lang/Min Hdwre: BASIC; 48K+disk,printer
 Sce: Skillcorp Software \$2000

†GRADEKEEPER (Teacher aid)

18)Subj/Topic: Class Mgt Aids Grades: 1-14
 Description: Easy to use; up to 33 stud's, up to 27 sets of test scores; computes mean, median, mode, standard deviation.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Bertamax \$59.95

SIMULATION AIDE (TM) (Concept demo)

19)Subj/Topic: Class Mgt Aids Grades: 1-12
 Description: Allows up to 32 students to engage in complex simulations that are carried out in real time.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Active Systems \$495

†TEST ANALYST (Teacher aid)

20)Subj/Topic: Class Mgt Aids Grades: 1-14
 Description: Excellent for use in reading

programs; computes grade level, relevant statistics, average sent'ce & word length.

Syst(s): Atari
 Lang/Min Hdwre: BASIC; 40K + disk
 Sce: Atari Prog Exchnng \$15.95

DECISION AIDE (TM) (Comput'l tool)

21)Subj/Topic: Class Mgt Aids Grades: 1-12
 Description: Instantly collects & visually summarizes, for decision making, the opinions & knowledge in a large group.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Active Systems \$395
 Rev's: THEJ 5/82

†EASYGRADER (Teacher aid)

22)Subj/Topic: Class Mgt Aids Grades: 1-14
 Description: Store grades, computes averages, assign final grades, produce statistics & print reports.
 Syst(s): Atari
 Lang/Min Hdwre: BASIC; 40K + DOS 2
 Sce: Atari Prog Exchnng \$22.95

TEAM AIDE (TM) (Educ'l game)

23)Subj/Topic: Class Mgt Aids Grades: 1-12
 Description: Teams of students compete to be the first to answer questions using the popular College Bowl quiz format.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Active Systems \$249

CLASS AIDE (TM) (Teacher aid)

24)Subj/Topic: Class Mgt Aids Grades: 1-12
 Description: Enables every member of an entire class actively to engage in group events such as discussions and lectures.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Active Systems \$395

READING LEVEL ANALYSIS-DSK (Teacher aid)

25)Subj/Topic: Class Mgt Aids Grades: 1-12
 Description: Computes reading level of text on any of 7 different scales; easy to use; avail in print, non-print vers'ns.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; 48K+dsk;ptrtr optl
 Sce: Bertamax \$59.95

THE REPORTING SOFTWARE (Teacher aid)

26)Subj/Topic: Class Mgt Aids Grades: 1-12
 Description: Provides a clear, sophisticated, diagnostic report on the results of computerized instruction.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Active Systems \$149

*GRADEBOOK (Teacher aid)

27)Subj/Topic: Class Mgt Aids Grades: 1-12
 Description: From raw scores, provides % grading for each test, current avg & letter grade; sorts by name or achievement.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 48K ModIII+disk
 Sce: Salsbury Assoc \$15
 Rev's: SMW W83(+)

*GRADE REPORTER (Teacher aid)

28)Subj/Topic: Class Mgt Aids Grades: 1-12
 Description: Accepts scores & computes & reports grades & averages; one version for large classes, other for small ones.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K+DOS3.3,Aplsft
 Sce: Cross Educatl Soft \$19.95

MARKS (Teacher aid)

29)Subj/Topic: Class Mgt Aids Grades: 1-12
 Description: Takes marks of tests in various subject areas, weights them as per teacher request, producing final average.
 Syst(s): PET
 Lang/Min Hdwre: BASIC; 8K + tape
 Sce: Comalador \$20

COMPREHENSIVE: Class Mgt Aids (CONT)**QUIZSTAT**

(Teacher aid)

1) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Performs test item analysis and computes class average for test; also on disk.

Syst(s): Apple Atari PET TRS-80

Lang/Min Hdwre: BASIC; PET8K/other16K+t

Sce: Schl & Home CseWar \$24.95 [pk40,2p]**

READING LEVEL

(Teacher aid)

2) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Analyzes approx. grade level of read'g/writ'g sample; displays words in alpha seq by length; syl'bls; also on disk.

Syst(s): Apple Atari PET TRS-80

Lang/Min Hdwre: BASIC; PET8K/other16K+t

Sce: Schl & Home CseWar \$24.95 [pk109,2p]**

Rev's: SMW Su82(+)

GRADER

(Teacher aid)

3) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Weights grades, finds means & percentages, prints histograms, assigns letter grades & class ranks and more.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K + disk

Sce: COMPRESS \$50

APPLE GRADEBOOK

(Teacher aid)

4) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Stores (on disk), edits, & reports student information & grades; analyzes grades statistically.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 32K + disk

Sce: Computware \$24.95

Rev's: CCN V2#3(+)

TEACHER UTILITIES-VOLUME I (Teacher aid)

5) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Makes tests and drills from teacher's questions; does banners, posters, vocabulary puzzles; does statist analyses.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 32K,DOS3.2,printer

Sce: Minn Ed Comp Consrt \$30

GRADE AVERAGES

(Teacher aid)

6) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: The teacher enters numerical or letter grades to get averages, ranks, and summary of grades.

Syst(s): Apple PET TRS-80

Lang/Min Hdwre: BASIC; 8K PET,16K others

Sce: Educat'l Activit's \$11.95

Rev's: TCT V8#2(0)

READABILITY INDEX

(Teacher aid)

7) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Determines the readability of text based on word and sentence length, word difficulty.

Syst(s): Apple PET TRS-80

Lang/Min Hdwre: BASIC; 8K PET,16K others

Sce: Educat'l Activit's \$14.95

Rev's: TCT V8#5(0)

CLASSFILE

(Teacher aid)

8) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Stores names & up to 25 grades for class of 35; grades may be changed, weighted, averaged; 12 options.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K ModI/III,tape

Sce: TYC Software \$19.95

Rev's: ET 5/82(+); EL V2#3(+)

TEXTBOOK EVALUATOR

(Teacher aid)

9) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Quickly evaluates the reading level of texts; also lists types and numbers of phonic categories found.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K ModI/III+tape

Sce: Mega-Byte Systems \$12.95

MEDIA REGISTER

(Teacher aid)

10) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Keep track of books, tapes, filmstrips, etc. Information printed to the screen or to the printer.

Syst(s): PET

Lang/Min Hdwre: BASIC; 8K + tape

Sce: Comm*Data Comp Hse \$10.95

SCORE: ACADEMIC ASSISTANT (Teacher aid)

11) **Subj/Topic:** Class Mgt Aids **Grades:** 1-17
Description: Scores multiple choice tests with card reader input; maintains academic records. Requires 80-col. printer.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K + disk

Sce: Scientific Softwe \$395

INSTRUCTOR GRADEBOOK

(Teacher aid)

12) **Subj/Topic:** Class Mgt Aids **Grades:** 1-14
Description: Records and reports group & individual performance for classes up to 400 students; includes summary statistics.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 32K + disk

Sce: Serendipity Syst's \$19.95

APPLE GRADE BOOK

(Teacher aid)

13) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Stores, maintains student grade records; averages, sorts, reports grades by student or by class.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K+disk;ptr opt1

Sce: J & S Software \$34.50

Rev's: JRM V1(+); SMW Su82(+)

MNICO

(Teacher aid)

14) **Subj/Topic:** Class Mgt Aids **Grades:** K-9
Description: Instruct'l management/record keeping system for diagnostic and mastery testing of basic reading, math skills.

Syst(s): Apple CBM TRS-80

Lang/Min Hdwre: BASIC; 48K + disk

Sce: Educl Developmt Crp \$1295

%CURRICULUM MANAGER

(Teacher aid)

15) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Monitors/reports student progress on curriculum goals; reports at building, class & student levels.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K+d,ptr,Aplsoft

Sce: Corp for P.I.E. \$300

Rev's: EL 3-4/82(+); SMW W83(0)

READING ANALYSIS

(Teacher aid)

16) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Program analyzes and reports difficulty level of reading material.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 32K, disk,printer

Sce: Micro Learningware \$24.95 [pk42,2p]**

TEACHER'S GRADEBOOK

(Teacher aid)

17) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Does seating charts, customizes grades to own system; continuous up-dat'g of stud't avgs,more;disk vers \$50.95.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 32K ModI/III+tape

Sce: Teaching Assistant \$35.95

%CACTUS GRADE BOOK

(Teacher aid)

18) **Subj/Topic:** Class Mgt Aids **Grades:** 1-14
Description: A record-keeping system for the classroom teacher; keeps numeric grades;does averages;prints stud't repts.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft

Sce: Cactus Software \$39.95

THE CLASSROOM MONITOR

(Teacher aid)

19) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Disksharing/printsharing software lets a teacher download & monitor 63 student Apples.

Syst(s): Apple

Lang/Min Hdwre: PASCAL; 48K+disk

Sce: Softwe Connections \$375

+GRADEBOOK

(Teacher aid)

20) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Written for a point-based grading system; own curve; 10 output reports plus parent letters.

Syst(s): Apple TRS-80

Lang/Min Hdwre: BASIC; 48K + disk

Sce: Educational Softwe \$29.95

+GRADEBOOK

(Teacher aid)

21) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12

GRADEBOOK

Courseware for TEACHERS

R/S TRS-80 Model III with one disk
 Up to 45 students/class.....
 Up to 20 tests/grading period....
 Alpha and/or achievement sort....
 Averages after each test.....
 Weighted test scores.....
 Letter grade equivalents.....
 % calculation from 'raw scores'...
 Dropping of lowest grade if wanted
 Class average of every test.....
 Roster modification at any time...
 Commands in simple English words..
 All classes on one disk.....
 Complete instructions / demo class
 Hardcopy printout...and MORE.....
\$20.00 plus \$1.00 postage....

SALSBURY ASSOCIATES INC.
 608 Madam Moore's Lane
 New Bern, NC 28560

Description: Records marks (letter or #); calculates weighted average; prts reports, flags incomplete work; sorted lists.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K + disk drive

Sce: Digipac Comp Cnslt \$19.95

+MASTER GRADES PROGRAM

(Teacher aid)

22) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Complete grades & attendance management system; produces numerous reports in alpha or percent order; easy use.

Syst(s): Apple CBM PET

Lang/Min Hdwre: BASIC; Ap48K;PET16K +dsk

Sce: Midwest Software \$39.50

+DIAGNOSTIC PRESCRIPT SYSTM

(Teacher aid)

23) **Subj/Topic:** Class Mgt Aids **Grades:** 1-10
Description: System for diagnosing, prescribing, treating & evaluating math, reading & language skills.

Syst(s): Apple TRS-80 CP/M

Lang/Min Hdwre: FORTRAN; 64K+dsk

Sce: Learning Unlimited \$495

+HOFFMAN XL CENTERS

(Teacher aid)

24) **Subj/Topic:** Class Mgt Aids **Grades:** 1-8
Description: Computer mang'd lear'g center; provides daily prescriptions, ach records, individual/group reports, etc.

Syst(s): Apple

Lang/Min Hdwre: PASCAL; 48K + disk

Sce: Hoffman Educ Syst \$500

+COMPUFILE

(Teacher aid)

25) **Subj/Topic:** Class Mgt Aids **Grades:** 1-12
Description: Scores tests, maint'ns studt records of skill mastery, provides individual & group listings; tailoring avail.

Syst(s): Apple Atari

Lang/Min Hdwre: BASIC; 48K + disk

Sce: Hoffman Educ Syst \$85

† This is a new entry in THE SOFTWARE FINDER.

% TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.

COMPREHENSIVE: Class Mgt Aids (CONT)**†GRADEBOOK** (Teacher aid)

1)Subj/Topic: Class Mgt Aids Grades: 1-12
Description: Handles class rosters of 200 students with 96 grade entries each; averages & edits grades.

Syst(s): Apple
Lang/Min Hdwre: PASCAL; 48K + disk
Sce: Thorobred Softwe \$75

†WORD LIST COMPARISON (Teacher aid)

2)Subj/Topic: Class Mgt Aids Grades: 2-14
Description: Save hours of tedious work; build master lists of words, enter second list, merge 2 lists, store, print out.

Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Bertamax \$59.80

COMPREHENSIVE: Drill/Test Gens**MICRO TEST ADMIN SYSTEM** (Test genrat)

3)Subj/Topic: Drill/Test Gens Grades: K-12
Description: Helps teachers develop, administer & score tests; provides in-depth analysis of test results on printed repts.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+disk,printer
Sce: Sci Research Assoc \$750

†TEST WRITER (Test genrat)

4)Subj/Topic: Drill/Test Gens Grades: 1-14
Description: Simple process of creating professional looking tests; T or F, multiple choice, short answer, or short essay.

Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Bertamax \$49.95

THE LEARNING BOX (Rote drill)

5)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: A general-purpose drill authoring program; applicable to any subject; uses game format.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Fullmer Associates \$50
Rev's: CUE 10/80

QUESLO - QUESGEN (Teacher aid)

6)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Generates and grades homework assignments and exams; two programs at \$20 each.

Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET16K/Apl6K,disk
Sce: Microphys \$40

ALPHABETIZE (Skills pract)

7)Subj/Topic: Drill/Test Gens Grades: 2-12
Description: Provides a general framework for presenting words for alphabetizing drill.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K+dsk,Applesoft
Sce: Fullmer Associates \$45

TEST AIDE (TM) (Test genrat)

8)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Designs & administers timed tests on any material for up to 32 students at the same time.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Active Systems \$195

TESTRITE (Test genrat)

9)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Creates tests & ans keys fr multiple choice, completion, T/F, & matching items stored & maintained by system.

Syst(s): Apple TRS-80 CP/M
Lang/Min Hdwre: BASIC; 32K+d; CP/M 48K+d
Sce: Class 1 Systems \$139

SCRAMBLE (Skills pract)

10)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Scrambles words for vocabulary or phonics drill in any language. Also on disk.

Syst(s): Apple Atari PET TRS-80

Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk18,2p]**

SPELL 'N TIME (Rote drill)

11)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Flashes word, student types in; remedial help; teacher controls vocabulary; reports perf; also on disk.

Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk40,2p]**
Rev's: SMW Su81(+); BY 11/81(0); SMW W83(+)

C-BITS I, II, IV (Test genrat)

12)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Gives indiv tests(question bank; groups concepts);rec scrs for 140 stud't, 17 tests;item anal;added feat's in ver2.4.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,prtr optl
Sce: Educ'l Soft Midwest \$129

WORD SEARCH (Skills pract)

13)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Teacher types any 8-word categories; players pick matching categories.

Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$30

MATCH GAME (Educ'l game)

14)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Game us'g teacher's cue-ans pairs; can use exact matches, word pairs, prob & ans's,shape match;Apple ver \$29.95.

Syst(s): Apple CBM PET TRS-80
Lang/Min Hdwre: BASIC; 16K;Ap+d;others+t
Sce: Teaching Tools \$24.95
Rev's: SMW W82(+)

WORDS (Skills pract)

15)Subj/Topic: Drill/Test Gens Grades: 1-7
Description: Helps prepare word search worksheets; words hidden in maze of letters; output is to 80 column printer.

Syst(s): TRSCol
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Color Sftwe Svcs \$14.95

CREATE YOUR OWN VOCABULARY (Rote drill)

16)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Helps teacher create vocabulary lessons; audio stimulus synch. with display; 50 lists of 40 wds; stud't mgt.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk, CCD
Sce: Hartley Courseware \$26.95

STUDY QUIZ FILES (Rote drill)

17)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Create, save, retrieve, revise or run study quizzes on any subject without programming knowledge.

Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; 48K; Apple DOS3.3
Sce: Compu-Tations \$24.95

MULTIPLE CHOICE FILES (Test genrat)

18)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Create, save, retrieve, revise or run multiple choice quizzes on any subject without programming knowledge.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Compu-Tations \$24.95

FLASH SPELL HELICOPTER (Skills pract)

19)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Teacher-entered words randomly selected & flashed for 1/2 second, student enters; game time based on perf.

Syst(s): PET
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Micrcomp Workshops \$20

CROSSWORD MAGIC (Skills pract)

20)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Generates crossword puzzles from user words; interconnects automatically, prints playable copy; dsk vers \$50.

Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; 48K+t or dsk,ptr
Sce: L&S Computerware \$29.95
Rev's: CCN 3-4/82(+); CC 4/82(+); CRC V1#1(+)

THE PUZZLER (Skills pract)

21)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Wordsearch puzzle maker that allows substitution of clues for hidden words; saves/edits puzzles in 3 sizes.

Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap48K/P32K+d,ptr
Sce: Tara Ltd. \$52

QUEST/ANS&VOCAB FACILITIES (Rote drill)

22)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Multiple choice lessons & word lists are created by teacher for use in any subject area.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K+disk
Sce: T.I.E.S. \$99.95

†MICRO SPELL (Rote drill)

23)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Provides drill in spelling; automated, teacher can customize drills on disk \$29.95.

Syst(s): TRS-80 VIC-20
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: M-R Info Syst \$19.95

†SPIDE ATTACK (Educ'l game)

24)Subj/Topic: Drill/Test Gens Grades: 1-8
Description: Hi-res, fast moving game in which teacher creates own files; designs multiple choice, T/F, fill-in exercises.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+disk
Sce: Ahead Designs \$24.95

†SCRAMBLE (Skills pract)

25)Subj/Topic: Drill/Test Gens Grades: 1-6
Description: Students unscramble words from teacher created lists.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+disk
Sce: Ahead Designs \$15.95
Rev's: TCT 3/82; CC 4/82

†EXAM BUILDER (Test genrat)

26)Subj/Topic: Drill/Test Gens Grades: 1-12
Description: Complete exam question file for teachers; question & answer storage, retrieval.

Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + disk
Sce: A.U. Software \$99.95

†WORD SEARCH GENERATOR (Skills pract)

27)Subj/Topic: Drill/Test Gens Grades: 2-12
Description: Create spelling & word exercises for 1 or 2 players;requires controllers; locate hidden words.

Syst(s): Atari
Lang/Min Hdwre: BASIC; 2K + disk
Sce: Atari Prog Exchnng \$22.95

QUICK QUIZ (Test genrat)

28)Subj/Topic: Drill/Test Gens Grades: 2-12
Description: (26-1728) Teacher may create,store & give multiple-choice exer's & tests to 50 stud'ts at keybd; repts perf.

Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K ModI/III,disk
Sce: Radio Shack \$39.95

WORDSEARCH (Skills pract)

29)Subj/Topic: Drill/Test Gens Grades: 2-8
Description: Teacher enters word list; computer creates puzzle & answer key; teacher selects difficulty level.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Hartley Courseware \$26.95

QUIZ MASTER (Rote drill)

30)Subj/Topic: Drill/Test Gens Grades: 2-9
Description: Enables teacher to create matched pair, true-false & multiple-choice drills/tests;w/ grafx rewards,perf repts.

Syst(s): Atari
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Atari Prog Exchnng \$22.95

† This is a new entry in THE SOFTWARE FINDER.

% TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.

COMPREHENSIVE: Drill/Test Gens (CONT)**†VOCABULARY DEVELOPMENT** (Rote drill)

1) **Subj/Topic:** Drill/Test Gens **Grades:** 2-14
Description: Teacher or student creates lists & clues; any curriculum or level.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K+disk, 16K+tape
Sce: Aquarius Publish's \$29.95

†MICRO QUIZ II (Rote drill)

2) **Subj/Topic:** Drill/Test Gens **Grades:** 2-12
Description: Aids teacher in authoring remedial or enrichment activities; can identify areas of weakness; disk \$59.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: M-R Info Syst \$39.95

†MICROTEST (Test genrat)

3) **Subj/Topic:** Drill/Test Gens **Grades:** 1-3
Description: Menu driven system enabling teachers to create and print their own objective tests.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K+disk, 16K+tape
Sce: Chariot Software \$195

†MICRO CAI (Rote drill)

4) **Subj/Topic:** Drill/Test Gens **Grades:** 2-12
Description: Student can create interactive quiz material without programming; teacher's guide included.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + disk
Sce: M-R Info Syst \$89.95

OMNITEST (Rote drill)

5) **Subj/Topic:** Drill/Test Gens **Grades:** 3-12
Description: User may build question and answer files with drill & quiz game modes; complete with sample files.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Educl Comp Sys \$34.95

T.E.S.T. (Test genrat)

6) **Subj/Topic:** Drill/Test Gens **Grades:** 3-12
Description: User creates up to 35 obj. quest's which prog gives in scored tests & drills; 2 progs; ModIII 2-dsk vers \$49.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III, tape
Sce: TYC Software \$13.95

TESTWRITE (Test genrat)

7) **Subj/Topic:** Drill/Test Gens **Grades:** 3-12
Description: Allows teacher to create, store, update & administer tests in any of 4 formats; scores tests & reports perf.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Mega-Byte Systems \$19.95

SPELLING (Rote drill)

8) **Subj/Topic:** Drill/Test Gens **Grades:** 3-12
Description: Allows user to build disk files of own words; program flashes words, student practices spelling.
Syst(s): TRS-80 TRSCol
Lang/Min Hdwre: BASIC; 16K+tape
Sce: Micro Learningware \$7.95

†TEST WRITER (Teacher aid)

9) **Subj/Topic:** Drill/Test Gens **Grades:** 3-16
Description: Program creates equivalent form exams in multiple choice format from user created pool of questions.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48k+disk, Aplsft
Sce: Persimmon Software \$35

††TEST PRESS (Test genrat)

10) **Subj/Topic:** Drill/Test Gens **Grades:** 3-12
Description: Teachers able to write multiple choice tests on file disks for later delivery to printer.
Syst(s): Apple
Lang/Min Hdwre: PASCAL; 48K + disk
Sce: Thorobred Softwe \$95

††TEST CRAFTOR (Test genrat)

11) **Subj/Topic:** Drill/Test Gens **Grades:** 3-12
Description: Multiple choice tests are authored, assembled & delivered to screen

for Apple II.

Syst(s): Apple

Lang/Min Hdwre: PASCAL; 48K + disk

Sce: Thorobred Softwe \$95

†TESTING SERIES-COMPLETION (Test genrat)

12) **Subj/Topic:** Drill/Test Gens **Grades:** 3-12
Description: Teachers can create, administer, score, print, & delete completion tests in any subject chosen.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Educat'l Coursewe \$36

†TEST SERIES-MATCHING TESTS (Test genrat)

13) **Subj/Topic:** Drill/Test Gens **Grades:** 3-12
Description: Teachers can create, administer, score, print, & delete matching tests in any subject or grade level.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Educat'l Coursewe \$36

†TEST SERIES - TRUE/FALSE (Test genrat)

14) **Subj/Topic:** Drill/Test Gens **Grades:** 3-12
Description: Teachers can create, administer, score, print, & delete true/false tests in any subject.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Educat'l Coursewe \$36

†TEST SERIES-MULT'PL CHOICE (Test genrat)

15) **Subj/Topic:** Drill/Test Gens **Grades:** 3-12
Description: Teachers can create, administer, score, print, & delete multiple choice tests in any subject.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48k + disk
Sce: Educat'l Coursewe \$36

†TEST SER-SPEL'NG PRT SP'CH (Test genrat)

16) **Subj/Topic:** Drill/Test Gens **Grades:** 3-12
Description: Teachers can create, administer, score, print, & delete spelling & parts of speech tests.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Educat'l Coursewe \$36

THE ADAPTABLE SKELETON (Rote drill)

17) **Subj/Topic:** Drill/Test Gens **Grades:** 4-12
Description: Accepts & stores questions & answers, administers & scores drills/tests in mult-choice format; records/reprts perf.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Micro Power & Light \$34.95

STUDY MADE EASY (Rote drill)

18) **Subj/Topic:** Drill/Test Gens **Grades:** 4-12
Description: Enables teacher or student to create drills to assist in studying any topic where rote drill is useful.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Compuware \$14.95
Rev's: CRC V1#1(-)

†WORD ATTACK (Educ'l game)

19) **Subj/Topic:** Drill/Test Gens **Grades:** 4-12
Description: Student practices vocabulary building with arcade game format; extensive data file; 9 levels; easy editing.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Davidson & Assoc \$49.95
Rev's: ST 3/83

T,S-SPELL (Rote drill)

20) **Subj/Topic:** Drill/Test Gens **Grades:** 6-12
Description: Given definition & no. of letters, student supplies word; reviews on poor perf; teacher supplies words & defin's.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: N.C.C.C.D. \$5
Rev's: SMW W82(-)

†MENTOR MASTER GAME SHOW (Educ'l game)

21) **Subj/Topic:** Drill/Test Gens **Grades:** 6-13
Description: 2 players compete to alternately shoot down space missiles and answer teacher written questions.
Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K+disk, Aplsft
Sce: Datatech Software \$62
Rev's: CC 10/82

HANGMAN (Educ'l game)

22) **Subj/Topic:** Drill/Test Gens **Grades:** 7-12
Description: Comes with words for Math, Electronics, Computer & Physics; teacher can put in own special word list.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Comalдор \$20

STUDY BREAK (Rote drill)

23) **Subj/Topic:** Drill/Test Gens **Grades:** 8-12
Description: Accepts & stores questions & answers; gives quizzes or timed drills by category; auto review of missed items.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Med Systems Softwe \$29.95

†FLASH CARD QUIZ & MAKER (Rote drill)

24) **Subj/Topic:** Drill/Test Gens **Grades:** 9-12
Description: Provides quiz on topics such as Eng or foreign words, inventions, hist'l date-events, etc; keeps score, sample file.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
Sce: Academy Software \$14.95

COMP SCIENCE: Computer Prog'g**TRS-80 COLOR LOGO** (Lang proces'r)

25) **Subj/Topic:** Computer Prog'g **Grades:** K-12
Description: All std turtle grafx com'nds plus more; doodle mode creates prog from drawing; hatch mode allows mult turtles.
Syst(s): TRSCol
Lang/Min Hdwre: Machine; 32K + disk
Sce: Radio Shack \$99.95

CYBER LOGO (Lang proces'r)

26) **Subj/Topic:** Computer Prog'g **Grades:** K-8
Description: Turtle graphics with color & sound, featuring on-line Help and manual written for naive user; lang card not reqd.
Syst(s): Apple
Lang/Min Hdwre: PASCAL; 48K + disk
Sce: Cybertronics Intl \$99.95
Rev's: IW 4/26/82

M.I.T. LOGO/TUTOR/EXAMPLES (Lang proces'r)

27) **Subj/Topic:** Computer Prog'g **Grades:** K-12
Description: A simple procedure-oriented prog'g lang; includes hi-res turtle graphics; pkg includes tutor prog & examples.
Syst(s): Apple
Lang/Min Hdwre: Machine; 64K + DOS 3.3
Sce: Krell Software \$179.95
Rev's: SMW Su82(-); ET 10/82(-)

M.I.T. LOGO (Lang proces'r)

28) **Subj/Topic:** Computer Prog'g **Grades:** K-12
Description: A simple, procedure-oriented programming language; includes high-resolution turtle graphics.
Syst(s): Apple
Lang/Min Hdwre: Machine; 64K + DOS 3.3
Sce: Terrapin Inc. \$149.95

KIDSTUFF (Lang proces'r)

29) **Subj/Topic:** Computer Prog'g **Grades:** 2-12
Description: Provides a LOGO-like language for the PET; includes turtle graphics & music; ext features if have 16K memory.
Syst(s): CBM PET
Lang/Min Hdwre: BASIC; 8K+t; ptr, amp optl
Sce: J.L. Hammett \$59.95
Rev's: SMW Su82(+); HO Sp80(+)

ANTFARM (Multi types)

30) **Subj/Topic:** Computer Prog'g **Grades:** K
Description: Students learn good programming practices in process of teaching ants in colony to carry out desired activities.
Syst(s): Apple
Lang/Min Hdwre: PASCAL; 48K + DOS 3.3
Sce: WIMS Consulting \$ n/av
Rev's: IW 6/82(+); EC V2#6(0)

COMP SCI/LITERACY: Computer Prog'g (CONT)

VANILLA PILOT (Author lang)
 1)Subj/Topic: Computer Prog'g Grades: 4-12
Description: Plain vanilla version of pilot computer language; turtle graphics.
Syst(s): PET
Lang/Min Hdwre: Machine; 16K+ tape or disk
Sce: Tamarack Software \$29.95

EXTENDED MSPN (Lang proces'r)
 2)Subj/Topic: Computer Prog'g Grades: 4-12
Description: Turtle graphics lang for teaching program'g to beginners; advanced joystick, debugging, mass storage features.
Syst(s): Atari
Lang/Min Hdwre: Machine; 16K+t; 24K+d
Sce: Atari Prog Exchng \$22.95

NEVADA PILOT (Lang proces'r)
 3)Subj/Topic: Computer Prog'g Grades: 4-12
Description: Interprets and executes programs written in the PILOT language.
Syst(s): CP/M
Lang/Min Hdwre: Machine; 32K + disk
Sce: Ellis Computing \$149.95

8-X PILOT (Lang proces'r)
 4)Subj/Topic: Computer Prog'g Grades: 4-12
Description: Very easy to use version of PILOT; only 10 commands.
Syst(s): Apple
Lang/Min Hdwre: Machine; 48K+dsk, Applesoft
Sce: Teck Associates \$39.95

MICRO-PILOT (Lang proces'r)
 5)Subj/Topic: Computer Prog'g Grades: 4-12
Description: Extended version of PILOT lang with graphics & file management; Mod III version \$119.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K Mod I/III+disk
Sce: Radio Shack \$99.95

PILOT (WITH TURTLE GRAPHX) (Lang proces'r)
 6)Subj/Topic: Computer Prog'g Grades: 4-12
Description: Simple language for writing programs of all types, but including powerful graphics & music facilities.
Syst(s): Atari
Lang/Min Hdwre: Machine; 16K + tape
Sce: Atari Inc. \$129.95
Rev's: SMW Su82(+); CUE 5/82(+); CR 10/82(+)

APPILOT II EDU-DISK (Lang proces'r)
 7)Subj/Topic: Computer Prog'g Grades: 4-12
Description: Easy creation of programs using high & low resolution graphics, timer, light pen input & voice output.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; other opt
Sce: Muse Software \$99.95

BASIC LOGO (Lang proces'r)
 8)Subj/Topic: Computer Prog'g Grades: 5-12
Description: Adds turtle graphics and sprite movement commands to your BASIC; students can compose own video games.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; Mod I & Mod III
Sce: Cybernetic Info \$49.95

BASIC TUTOR1-SYST COMMANDS (Tutorial)
 9)Subj/Topic: Computer Prog'g Grades: 5-12
Description: Fundamentals of programming in BASIC, including the keyboard, PRINT, strings, and INPUT; 1st in a tutor's ser's.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
Sce: Educat'l Coursewe \$36

BASIC TUTOR VIII ADV'CD TP (Tutorial)
 10)Subj/Topic: Computer Prog'g Grades: 6-12
Description: Introduces PEEK/POKE calling Rom, changing pointers & add-resses, memory mapping & Hi-mem & Lo-mem.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Educat'l Coursewe \$36

BASIC TUT IX PROG'NG AIDS (Tutorial)
 11)Subj/Topic: Computer Prog'g Grades: 6-12
Description: Aset of subroutines around which learner can build programs; error trapping, house-cleaning, finding binary ad.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Educat'l Coursewe \$36

ROBOTWAR (Multi types)
 12)Subj/Topic: Computer Prog'g Grades: 6-12
Description: Players program their robots using BASIC/assembly lang concepts to control battle capabilities and strategies.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: Muse Software \$39.95

FUNDAMENTALS OF PROGRAM'G (Tutorial)
 13)Subj/Topic: Computer Prog'g Grades: 6-12
Description: Instruc'n & pract with keyboard, PRINT statement & math calculat'ns; voice instruc'ns; demo of graphics, sound.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Atari Inc. \$ n/av

HOW TO PROGRAM IN BASIC (Tutorial)
 14)Subj/Topic: Computer Prog'g Grades: 6-14
Description: Intros BASIC programming & gives pract; incl self-directed review & correlated workbook; disk vers available.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Sterling Swift \$74.95
Rev's: SMW W82(+); PM W80(0); SMW W83(0)

APPLE BASIC-DATA FILES (Concept demo)
 15)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Guide to programming and maintaining data files in Applesoft BASIC; disk contains subroutines for files.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: John Wiley & Sons \$19.95
Rev's: CT 12/82(+)

FAST BASIC (Concept demo)
 16)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Guide to speeding BASIC programs by incorporating some assembly lang; contains tutorial on technique.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
Sce: John Wiley & Sons \$19.95
Rev's: 80M 11/82(+)

HOW TO PROG'M IN APPLESOFT (Tutorial)
 17)Subj/Topic: Computer Prog'g Grades: 7-13
Description: 12 interactive lessons teach BASIC to the novice; simple commands; hires graphics.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Hayden Book Co. \$49.95

PROG'RS WORKSHOP-APPLESOFT (Tutorial)
 18)Subj/Topic: Computer Prog'g Grades: 7-13
Description: Teaches structured BASIC programming; a utility w/ 60 subroutines for sound, screen, control, etc.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+ disk
Sce: Hayden Book Co. \$49.95

BASIC VARIABLES (Tutorial)
 19)Subj/Topic: Computer Prog'g Grades: 7-14
Description: Combined filmstrip & computer presentation teaches fundamentals of BASIC; 6 disks, filmstrips.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + tape
Sce: Adrian Vance \$160

WRITING PROGRAMS ONE & TWO (Tutorial)
 20)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Instruc'n & pract on lib'r'y functions, FOR-NEXT loops, READ, DATA, DIM, PEEK & POKE; voice instructions; 2 tapes.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Atari Inc. \$ n/av

MECC PASCAL VOLUME 1 (Concept demo)
 21)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Provides series of programs that increase in difficulty; list & run them to learn the language.
Syst(s): Apple
Lang/Min Hdwre: PASCAL; 48K + disk
Sce: Sunburst Commun's \$39

PERSONAL PEARL (Lang proces'r)
 22)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Lets users create new software thru English language dialog; can use in teaching problem-solving.
Syst(s): Apple TRS-80
Lang/Min Hdwre: PASCAL; CP/M configurat'n
Sce: Relational Systems \$295

BASIC/ADVANCED BASIC/OPSYS (Tutorial)
 23)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Inter-active self-instruct'n cses in simple, easy-to-follow lessons covering all you need to know; ea cse \$69.95.
Syst(s): Apple PET CP/M
Lang/Min Hdwre: BASIC; various config's
Sce: Little Genius \$179.95

THE PROGRAMMABLE CUBE (Lang proces'r)
 24)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Is complete prog'g environment for writing/running progs to solve Rubik's Cube; also simulates cube sol'ns.
Syst(s): Apple
Lang/Min Hdwre: Machine; 48K + DOS 3.3
Sce: Metacomat \$34.95
Rev's: SMW W83(0)

PROGRAMMER (Tutorial)
 25)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Can teach you to program Apple II using fast Integer BASIC; 2 easy to follow lessons & tests.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+d, Integ BASIC
Sce: Monument Comp Serv \$34.95

DISCOVERING BASIC (TM) (Tutorial)
 26)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Teaches program'g fundamentals, shows stud'ts how to write simple programs in BASIC; includes 20 workbooks.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Sci Research Assoc \$175

PROGRAMMER PLUS (Tutorial)
 27)Subj/Topic: Computer Prog'g Grades: 7-12
Description: 16 lessons to teach you Applesoft II. Learn commands & start programming for yourself.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
Sce: Monument Comp Serv \$39.95

TURTLE (Tutorial)
 28)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Tell the turtle what to do & watch it move. A turtle executes APPLE PASCAL turtlegraphics commands as entered.
Syst(s): Apple
Lang/Min Hdwre: PASCAL; 64K + disk
Sce: Edu-Soft \$29.95

BASIC TUTOR3-GRAPHIC COMDS (Tutorial)
 29)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Intros the creation of color graphics in both high & low resolution; part of a 9-prog series; series price \$280.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
Sce: Educat'l Coursewe \$36

BASIC TUTOR4-MUSIC/SOUNDS (Tutorial)
 30)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Intros creation of music and sounds; music background not needed; notes calibrated to piano; part of 9-prog series.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
Sce: Educat'l Coursewe \$36

BASIC TUTOR 5 - TEXT FILES (Tutorial)
 31)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Teaches how to write and use sequential and random access text files; part of 9-program series (series pr \$280).
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
Sce: Educat'l Coursewe \$36

COMP SCI/LITERACY: Computer Prog'g (CONT)**BASIC TUTOR6-SHAPES/PICTURES (Tutorial)**

1)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Shows how to create pictures & draw, manipulate 2-dimensional shapes; part of 9-prog series; series price \$280.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Educat'l Courseware \$36

BASIC TUTOR7-STUDY SAMPLES (Tutorial)

2)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Several brief sample prog'gs written in Applesoft for study; helps polish own skills; part of 9-prog series.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Educat'l Courseware \$36

BASIC TUTOR2-PROG'G COMMANDS (Tutorial)

3)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Intros most common program'g commands in Applesoft; sample listings & examples for study; part of 9-prog series.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Educat'l Courseware \$36

COLOR PASCAL

(Lang proces'r)
 4)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Allows creation & execution of PASCAL programs; incl supervisor, editor; req's ASCII text editor; on dsk \$59.95.
Syst(s): TRScol
Lang/Min Hdware: Machine; 32K + tape
Sce: Computerware \$49.95
Rev's: CC 11/82(0)

PROGRAM'G IN INTEGER BASIC (Tutorial)

5)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Lessons, questions & review on programming in Apple Integer BASIC; 12 lessons; has Help function.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K + tape
Sce: Hayden Book Co. \$41.95
Rev's: JCR V1#1(+)

PROGRAMMER'S PRIMER

(Tutorial)
 6)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Graphic descr'ns of several hard concepts: decimal-hex conversion, subscript'g, arrays, FOR-NEXT loops, sorts, etc.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Instant Software \$14.95

FLOATING POINT DICTIONARY (Data retr'val)

7)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Provides reference source for students learning BASIC; gives info, definitions, sample programs by command.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Chas. Mann & Assoc \$29.95

THE TEACHER PLUS

(Tutorial)
 8)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Teaches how to program in Applesoft BASIC; the 18-lesson package uses a conversational approach.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + 2 disks
Sce: Chas. Mann & Assoc \$39.95
Rev's: SMW Su82(0)

THE BASIC TEACHING PAC

(Tutorial)
 9)Subj/Topic: Computer Prog'g Grades: 7-12
Description: Teaches Integer and Applesoft BASIC in conversational approach; also includes dictionary of def'ns & ex's.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + 2 disks
Sce: Chas. Mann & Assoc \$59.95

THE BASIC TEACHER

(Tutorial)
 10)Subj/Topic: Computer Prog'g Grades: 7-12
Description: 13 lessons which teach Integer BASIC; includes reviews, tests, problems, and an index.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Chas. Mann & Assoc \$34.95

†GRAFORTH

(Lang proces'r)
 11)Subj/Topic: Computer Prog'g Grades: 8-16
Description: Apple graphics programming lang.; aids in developing graphic software for entertainment, education, other uses.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + DOS 3.3
Sce: Insoft \$75

INTRO TO SOUND & GRAPHICS (Tutorial)

12)Subj/Topic: Computer Prog'g Grades: 8-12
Description: Instruc'n & pract with music theory, programming music & programming sound; voice instructions; 2 cassettes.
Syst(s): Atari
Lang/Min Hdware: BASIC; 8K + tape
Sce: Atari Inc. \$ n/av

DISCOVER BASIC

(Concept demo)
 13)Subj/Topic: Computer Prog'g Grades: 8-12
Description: Teaches program'g using disk over approach; stud't lists prog, changes it & sees results; price incl workbook (\$5.95).
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3, Aplsoft
Sce: Sterling Swift \$74.95

STEP BY STEP

(Tutorial)
 14)Subj/Topic: Computer Prog'g Grades: 8-12
Description: Instruction and practice on the BASIC language; 32 programs & workbook; Apple disk version, \$79.95.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K; Ap+d; others+t
Sce: Program Design Inc \$49.95
Rev's: MJ V3#2(0)

6502 MACH. LANG. CONCEPTS (Concept demo)

15)Subj/Topic: Computer Prog'g Grades: 8-12
Description: 14 programs illustrate concepts of 6502 instruction set & addressing modes. Requires disk drive.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K + disk
Sce: Sheridan College \$150

DISPLAY LISTS

(Tutorial)
 16)Subj/Topic: Computer Prog'g Grades: 8-12
Description: Tells how to change screen formatting to mix large/small text, high- & low-res graf'x; incl examples & calcul'ns.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+tape, joystick
Sce: Santa Cruz Edu Sof \$14.95 [pk98,6p]**

HORIZ'L/VERTICAL SCROLLING (Tutorial)

17)Subj/Topic: Computer Prog'g Grades: 8-12
Description: Tells how to program for moving info around screen w/ joystick; includes 18 examples & machine-lang subrout.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+tape, joystick
Sce: Santa Cruz Edu Sof \$14.95 [pk98,6p]**

PAGE FLIPPING

(Tutorial)
 18)Subj/Topic: Computer Prog'g Grades: 8-12
Description: Tells how to draw picture while viewing preceding one & then flip instantly to new one; avoids slow redraw'g.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+tape, joystick
Sce: Santa Cruz Edu Sof \$14.95 [pk98,6p]**

BASICS OF ANIMATION

(Tutorial)
 19)Subj/Topic: Computer Prog'g Grades: 8-12
Description: Tells how to animate simple shapes using PRINT & PLOT; includes player/missile graphics example.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+tape, joystick
Sce: Santa Cruz Edu Sof \$14.95 [pk98,6p]**

PLAYER MISSILE GRAPHICS

(Tutorial)
 20)Subj/Topic: Computer Prog'g Grades: 8-12
Description: Teaches how to program player/missile graphics, starting with simple examples & building to complex game.
Syst(s): Atari
Lang/Min Hdware: BASIC; 32K+tape, joystick
Sce: Santa Cruz Edu Sof \$14.95 [pk98,6p]**

SOUND

(Tutorial)
 21)Subj/Topic: Computer Prog'g Grades: 8-12
Description: Teaches how to generate everything from simple notes to complex chords & sound effects; many examples.

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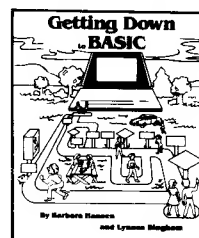
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Syst(s): Atari

Lang/Min Hdware: BASIC; 16K+tape, joystick
Sce: Santa Cruz Edu Sof \$14.95 [pk98,6p]**

THE KAREL SIMULATOR

(Lang proces'r)
 22)Subj/Topic: Computer Prog'g Grades: 8-12
Description: Students learn structured program'g techniques in a Pascal-like program'g/debug'g environm't; compl pkg \$242.
Syst(s): Apple
Lang/Min Hdware: PASCAL; 48K+dsk, lang card
Sce: Cybertronics Intl \$85
Rev's: IW 4/26/82; EL 9/82(+); SMW W83(+)

† This is a new entry in THE SOFTWARE FINDER.

** See Intro. and Sect. II-3.

APPLE EDUCATIONAL DISKS They're BASIC Enrichment!

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ATARI PASCAL LANG SYSTEM (Lang proces'r)
6)Subj/Topic: Computer Prog'g Grades: 9-12
Description: Multi-pass compiler supports ISO draft std DPS/7185 (10/1/80); full proced/variable access among modules.
Syst(s): Atari
Lang/Min Hdwre: Machine; 48K + 2 disks
Sce: Atari Prog Exchng \$49.95

STEP BY STEP 2 (Tutorial)
7)Subj/Topic: Computer Prog'g Grades: 9-12
Description: Tutorial covering intermediate BASIC program'g, mach-language program'g related to BASIC & hi-res graphics.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
Sce: Program Design Inc \$79.95

STEP BY STEP 3 (Tutorial)
8)Subj/Topic: Computer Prog'g Grades: 9-12
Description: Tutorial covering disk operating system, input/output & shape tables.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
Sce: Program Design Inc \$79.95

MACHINE LANG STEP BY STEP (Tutorial)
9)Subj/Topic: Computer Prog'g Grades: 9-12
Description: Teaches how to program Apple in machine language and how to use an assembler; uses simulation techniques.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
Sce: Program Design Inc \$ n/av

NEVADA COBOL (Lang proces'r)
10)Subj/Topic: Computer Prog'g Grades: 9-12
Description: Compiles, runs COBOL programs; enables the teaching of this language on a microcomputer; requires CP/M.
Syst(s): Apple PET TRS-80 CP/M
Lang/Min Hdwre: Machine; As neces for CP/M
Sce: Ellis Computing \$199.95

SUPER APPLE BASIC (Lang proces'r)
11)Subj/Topic: Computer Prog'g Grades: 9-12
Description: Allows structured programming in BASIC; includes text editor, pre-processor & output formatter.
Syst(s): Apple
Lang/Min Hdwre: Machine; 32K,disk;prtr opt
Sce: Hayden Book Co. \$24.95

MICRO-DYNAMO (Lang proces'r)
12)Subj/Topic: Computer Prog'g Grades: 9-12
Description: Students may describe models of real-world situations to computer for simulation; no programming exper required.
Syst(s): Apple
Lang/Min Hdwre: PASCAL; 64K+2dsks, PASCerd
Sce: Addison-Wesley \$245
Rev's: CC 11/82(+)

COMP SCI/LITERACY: Computer Science

MICRO DISCOVERY (Tutorial)
13)Subj/Topic: Computer Scienc Grades: 4-8
Description: Instruction & exercises on computers, data manipulation, hardware and software concepts, introd to programming.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K+dsk; TRS Mod3
Sce: Sci Research Assoc \$190

DUMP (Concept demo)
14)Subj/Topic: Computer Scienc Grades: 6-12
Description: Lists to screen or printer the contents of ROM or RAM memory in hexadecimal, decimal, ASCII, and octal.
Syst(s): TRSCol
Lang/Min Hdwre: BASIC; 4K + tape
Sce: Color Sftwe Svcs \$9.95

COMPUTER MATH PARTS 1 & 2 (Tutorial)
15)Subj/Topic: Computer Scienc Grades: 7-12
Description: Describes powers of numbers & arithmetic of powers; embedded questions & drill plus tests.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3/3.2
Sce: Ctr-Educ'l E.D.E. \$45

COMPUTER MATH PARTS 3 & 4 (Tutorial)
16)Subj/Topic: Computer Scienc Grades: 7-12
Description: Describes negative numbers; comprehensive review; embedded questions & drill plus tests.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3/3.2
Sce: Ctr-Educ'l E.D.E. \$45

COMPUTER MATH PARTS 5 & 6 (Tutorial)
17)Subj/Topic: Computer Scienc Grades: 7-12
Description: Describes coefficients & octal system; embedded questions & drill plus assessment & mastery tests.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: Ctr-Educ'l E.D.E. \$45

COMP'R MATH PART 7 & TEST (Skills pract)
18)Subj/Topic: Computer Scienc Grades: 7-12
Description: Reviews concepts about decimals & octal systs; embedded questions & drill plus assessment & mastery tests.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: Ctr-Educ'l E.D.E. \$30

SIMULATED COMPUTER (Simulation)
19)Subj/Topic: Computer Scienc Grades: 7-12
Description: A graphic, but simple, demonstration of a micro-processor using machine language; disk version \$19.95.
Syst(s): Apple Atari TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Edu-Soft \$14.95
Rev's: CC 9/80

NUMBER BASE CONVERSION (Skills pract)
20)Subj/Topic: Computer Scienc Grades: 8-12
Description: Number conversion from 1 to base 2, 8, 10, or 16. Can add & subtract numbers between bases.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Demi-Software \$9.95

COMP SCI/LITERACY: Comput Lit'cy

INTRO TO MICROCOMPUTERS (Tutorial)
21)Subj/Topic: Comput Lit'cy Grades: 3-9
Description: Six programs which help the student acquire keyboard skills and knowledge of computer terms and components.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap+dsk, others tap
Sce: Mentor Software \$54.95
Rev's: PM Su80(+)

INTRO TO COMPUTER MODULE I (Concept demo)
22)Subj/Topic: Comput Lit'cy Grades: 4-8
Description: A basic foundation module covering the use of the keyboard, operation of computer components and more.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Innovat Prog Assoc \$44.95

COMPUTER AS A CALCULATOR (Concept demo)
23)Subj/Topic: Comput Lit'cy Grades: 4-10
Description: Demonstrates computer use to perform calculations from simple arithmetic functions to more advanced topics.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Innovat Prog Assoc \$29.95

THE PRINTER-COMPU LIT III (Concept demo)
24)Subj/Topic: Comput Lit'cy Grades: 4-10
Description: Reviews purpose of printer & describes varieties available; demonstrates various forms of output & more.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Innovat Prog Assoc \$36.95

COMP SCI/LITERACY: Computer Prog'g (CONT)

ADV'C BASIC SELF INSTR CSE (Tutorial)
1)Subj/Topic: Computer Prog'g Grades: 9-16
Description: Inter-active self-instruct'n course in simple easy to follow lessons.
Syst(s): Apple PET CP/M
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Little Genius \$69.95

BASIC SELF INSTRUCT'N CSE (Tutorial)
2)Subj/Topic: Computer Prog'g Grades: 9-16
Description: Inter-active self instruct'n course in simple easy to follow lessons.
Syst(s): Apple PET CP/M
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Little Genius \$69.95

THE GRAPHIC PROGRAMMER (Tutorial)
3)Subj/Topic: Computer Prog'g Grades: 9-14
Description: Course in graphic program'g to design & enter shape tables directly or as DATA statements in programs; guide incl.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Adrian Vance \$40

COMPUTER POWER COURSEWARE (Multi types)
4)Subj/Topic: Computer Prog'g Grades: 9-12
Description: 7 disks of demonstration programs & programming tools for teaching programming of graphics, animation & music.
Syst(s): Apple
Lang/Min Hdwre: PASCAL; 48K + disk
Sce: McGraw-Hill (Gregg) \$385 [pk95,2p]**
Rev's: CT 10/82(+)

INTERPAS (Lang proces'r)
5)Subj/Topic: Computer Prog'g Grades: 9-12
Description: Interpreter for exclusive McGraw-Hill RASCAL version of PASCAL; includes l-key commands, program editing.
Syst(s): Apple
Lang/Min Hdwre: Machine; 48K + disk
Sce: McGraw-Hill (Gregg) \$385 [pk95,2p]**

† This is a new entry in THE SOFTWARE FINDER. ** See Intro. and Sect. II-3.

COMP SCI/LITERACY: Comput Lit'cy (CONT)

†**GRAPHICS-COMPU LIT MOD IV** (Concept demo)
1) **Subj/Topic:** Comput Lit'cy **Grades:** 4-12
Description: Provides comprehensive intro to computer graphics. Deals with both hires and low-res graphics.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
See: Innovat Prog Assoc \$44.95

†**UNDERSTANDING COMPUTERS** (Tutorial)

2) **Subj/Topic:** Comput Lit'cy **Grades:** 5-12
Description: Intro of basic compu lit'cy concepts emphasizing computers as integral part of daily life; backup \$100.

Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
See: Encyclopedia Britt \$266

KNOW YOUR APPLE (TM) (Tutorial)

3) **Subj/Topic:** Comput Lit'cy **Grades:** 6-12
Description: Lessons tell all about the Apple II w/ animated graf,voice,music,and friendly language; also IIE ver's @ \$24.95.
Syst(s): Apple
Lang/Min Hdwre: PILOT; 48K + disk
See: Muse Software \$34.95

COMPUTER DISCOVERY (Tutorial)

4) **Subj/Topic:** Comput Lit'cy **Grades:** 6-12
Description: Instruction & exercises on computer history & social/economic impact, program'g, hardware & software concepts.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
See: Sci Research Assoc \$200
Rev's: EL 9/81(+); JCR V1#1(+); CR 8-9/82(+)

THE ELECTRONIC TOOL (Tutorial)

5) **Subj/Topic:** Comput Lit'cy **Grades:** 7-12
Description: Introduces & demonstrates computer vocabulary, concepts & operation; gives hands-on experience w/ applications.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
See: Micro Power & Light \$34.95

COMPUTER DISCOVERY (Concept demo)

6) **Subj/Topic:** Comput Lit'cy **Grades:** 7-12
Description: Computer awareness program from SRA; uses combined computer prog,student wrkbk; separate jr. & sr. high ver's.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K ModI/III+ disk
See: Radio Shack \$189.95

†**SIMULATIONS-COMPU LIT** (Concept demo)

7) **Subj/Topic:** Comput Lit'cy **Grades:** 9-12
Description: Guides user thru training, educational, & financial simulations. Includes interactive simulations also.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
See: Innovat Prog Assoc \$36.95

†**STATISTICS - COMPU LIT** (Concept demo)

8) **Subj/Topic:** Comput Lit'cy **Grades:** 9-12
Description: Illustrates how computer used to perform statistical calculations. Includes permutations, means, etc.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
See: Innovat Prog Assoc \$29.95

AIRPORT (Concept demo)

9) **Subj/Topic:** Comput Lit'cy **Grades:** 9-12
Description: Simulates Air Canada's reservation system. Could be used to illustrate data base applications.
Syst(s): CBM
Lang/Min Hdwre: BASIC; 32K + disk
See: Sheridan College \$150

DRIVER EDUCATION**YELLOW LIGHT** (Simulation)

10) **Subj/Topic:** General **Grades:** 9-12
Description: Allows student to experiment with various characteristics of an intersection & determine its safety.

Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
See: N.C.C.C.D. \$5
Rev's: SMW Su81(-)

LANE IDENTIFICATION (Skills pract)

11) **Subj/Topic:** General **Grades:** 9-12
Description: Covers laws & rules for proper turns & passing maneuvers; roads, intersections & traffic graphically illus.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 8K + tape
See: Micro-Ed \$7.95

†**DRIVER'S AID** (Tutorial)

12) **Subj/Topic:** General **Grades:** 10-14
Description: Simulated driving lesson; learn road rules, signs & shapes, laws, safety tips, pedestrian rules; sample test.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
See: Aquarius Publish's \$55

†**DRIVER ED-DRIVER'S TEST** (Test genrat)

13) **Subj/Topic:** General **Grades:** 10-14
Description: Wrap-up quiz covers basic rules driver must know before getting behind the wheel.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; VIC 3K + tape
See: Micro-Ed \$39.95 [pk122,4p]**

†**DRIVER EDUCATION-SIGNS** (Skills pract)

14) **Subj/Topic:** General **Grades:** 10-14
Description: Proper interpretation of traffic signs, shapes & colors, leads to safe & effective driving skills.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; VIC 3K + tape
See: Micro-Ed \$39.95 [pk122,4p]**

†**DRIVER EDUCATION-SIGNALS** (Skills pract)

15) **Subj/Topic:** General **Grades:** 10-14
Description: Must show knowledge of colored signals for stop, go, turn, & lane control by reacting properly.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; VIC 3K + tape
See: Micro-Ed \$39.95 [pk122,4p]**

†**DRIVER ED-LANE IDENTIFIC'N** (Skills pract)

16) **Subj/Topic:** General **Grades:** 10-14
Description: Test on laws & rules for proper turns & passing maneuvers; on l-way & 2-way roads & their intersections.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; VIC 3K + tape
See: Micro-Ed \$39.95 [pk122,4p]**

†**DRIVER 1** (Rote drill)

17) **Subj/Topic:** General **Grades:** 10-14
Description: Drill in Minn highway rules; program uses graphics to portray highway signs; true/false questions on rules.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.3
See: Minn Ed Comp Consr't \$30 [pk127,5p]**
Rev's: JRM V1(0)

†**DRIVER 2** (Rote drill)

18) **Subj/Topic:** General **Grades:** 10-14
Description: More drill in Minn highway rules; program uses graphics to portray highway signs; 63 random questions.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.3
See: Minn Ed Comp Consr't \$30 [pk127,5p]**
Rev's: JRM V1(0)

ENGLISH: Basic Skills

†**TEAM WORK:AMER THEME, SCI** (Educ'l game)
19) **Subj/Topic:** Basic Skills **Grades:** 2-7
Description: 2 teams of 4 stu'ts work co-operatively to find common solution in their windows; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d;padls
See: Edupro \$19.95

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Multiple Topics

SPELL'G BEE W/ READ PRIMER (Rote drill)
20) **Subj/Topic:** Multiple Topics **Grades:** K-2
Description: Two programs introduce the learner to spelling and reading by linking familiar objects with words.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+disk, Applesoft
See: Edu-Ware Services \$39.95
Rev's: ET 10/82(+)

† This is a new entry in THE SOFTWARE FINDER. ** See Intro. and Sect. II-3.

ENGLISH: Multiple Topics (CONT)

†**TEAM WORK: LANGUAGE ARTS** (Educ'l game)
 1)Subj/Topic: Multiple Topics Grades: K-3
Description: 2 teams of 4 stud'ts work cooperatively to discover common principle demons'td in their "windows"; disk \$24.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t;24K+d
See: Edupro \$19.95

†**FUNBUNCH 1/COMPUTER DOODLE** (Skills pract)
 2)Subj/Topic: Multiple Topics Grades: 1-2
Description: Practice in reading, speed reading & spelling; own words & phrases or computer's.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
See: Comp Lrg Ctr Child \$14.95

†**TEAM WORK:AMER THEME,LEGAR** (Educ'l game)
 3)Subj/Topic: Multiple Topics Grades: 2-7
Description: 2 teams of 4 stu'ts work co-operatively to discover common lang arts concepts being presented; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t;24K+d;padls
See: Edupro \$19.95

†**TEAM WORK:AMER THEME, MATH** (Educ'l game)
 4)Subj/Topic: Multiple Topics Grades: 2-7
Description: 2 teams of 4 stu'ts work co-operatively to solve mathematical concepts in their "windows"; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t;24K+d;padls
See: Edupro \$19.95

†**BEYOND WORDS I** (Rote drill)
 5)Subj/Topic: Multiple Topics Grades: 3-5
Description: Practice with contractions, abbreviations, spelling,synonyms/antonyms; 300 quest's;600 words; reviews;modifiable.
Syst(s): TRSCol
Lang/Min Hdware: BASIC; 16K + tape
See: Computer Island \$19.95

†**FUNBUNCH 2/COMPUTER DOODLE** (Skills pract)
 6)Subj/Topic: Multiple Topics Grades: 3-4
Description: Practice in reading, speed reading & spelling; own words & phrases or computer's.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
See: Comp Lrg Ctr Child \$14.95

†**ENGLISH BASICS- CONCEPTS** (Tutorial)
 7)Subj/Topic: Multiple Topics Grades: 4-6
Description: A 2-prog series on concepts in lang arts including homonyms, synonyms, antonyms & contractions; disk \$99.95.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; 16K+t; 32K + disk
See: Educat'l Activit's \$85

†**ENGLISH OLYMPICS** (Educ'l game)
 8)Subj/Topic: Multiple Topics Grades: 4-9
Description: Stud'nt learns grammar, syntax, spelling & vocab by competing in "Olympic" events; animation, music.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
See: Instant Software \$39.95

COMPCROSTICS (Educ'l game)
 9)Subj/Topic: Multiple Topics Grades: 5-12
Description: Computer assisted double acrostics solver never gives up; helps vocabulary, spelling, reading, grammar.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
See: E. David & Assoc. \$19.95

†**FUNBUNCH 3/COMPUTER DOODLE** (Skills pract)
 10)Subj/Topic: Multiple Topics Grades: 5-6
Description: Practice in reading, speed reading & spelling; words & phrases; computer doodle etch-a-sketch.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
See: Comp Lrg Ctr Child \$14.95

MECHANICS OF ENGLISH BLS93 (Tutorial)
 11)Subj/Topic: Multiple Topics Grades: 6-9
Description: Instruct'n in use of correct

sent'nc constr'n,punctuation & capitalization; 23 lessons; 4 prgs avail separately.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
See: BLS/Random House \$1173

†**BEYOND WORDS II** (Rote drill)
 12)Subj/Topic: Multiple Topics Grades: 6-8
Description: Practice with homonyms,synonyms/antonyms & common misspellings; 300 quest's;600 words;reviews;user modifiable.
Syst(s): TRSCol
Lang/Min Hdware: BASIC; 16K + tape
See: Computer Island \$19.95

CROSS CLOES (TM) (Educ'l game)
 13)Subj/Topic: Multiple Topics Grades: 7-12
Description: Word game; uses vocabulary, spelling, word structure skills to uncover words in 50 diff'rnt puzzle grids;2 play.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
See: Sci Research Assoc \$29.95
Rev's: IW 12/14/81(+); EC 3-4/82(+); IA 5/82

†**TEAM WORK:WRLD AR US, ENG** (Educ'l game)
 14)Subj/Topic: Multiple Topics Grades: 7-12
Description: 2 teams of 4 stud'ts cooperate to solve problems related to English on disk \$24.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t;24K+d
See: Edupro \$19.95

†**FUNBUNCH - INTERMEDIATE** (Skills pract)
 15)Subj/Topic: Multiple Topics Grades: 7-9
Description: Practice in spelling & speed reading; own words & phrases or computers; includes doodle - art game.
Syst(s): Atari
Lang/Min Hdware: BASIC; 48K + disk
See: Comp Lrg Ctr Child \$29.99

†**FUNBUNCH - ELEMENTARY** (Skills pract)
 16)Subj/Topic: Multiple Topics Grades: 1-6
Description: Practice in spelling, speed reading; own words or phrases or computers computer doodle game.
Syst(s): Atari
Lang/Min Hdware: BASIC; 48K + disk
See: Comp Lrg Ctr Child \$29.99

†**FUNBUNCH** (Skills pract)
 17)Subj/Topic: Multiple Topics Grades: 7-8
Description: Practice in spelling, speed reading; own words & phrases or computers.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
See: Comp Lrg Ctr Child \$14.95

†**FUNBUNCH 4/MAZE-EATING-MAN** (Skills pract)
 18)Subj/Topic: Multiple Topics Grades: 7-8
Description: Practice in reading, speed reading & spelling; words & phrases; maze type game included.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
See: Comp Lrg Ctr Child \$14.95

†**FINDING THE REASONS III&IV** (Tutorial)
 19)Subj/Topic: Multiple Topics Grades: 7-12
Description: Focus on reading comprehension & writing skills; identify word meanings in context & categorize ideas.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
See: Ctr-Educ'l E.D.E. \$90

†**BEYOND WORDS III** (Rote drill)
 20)Subj/Topic: Multiple Topics Grades: 9-12
Description: Practice with analogies, synonyms/antonyms,common misspellings; 300 quest's;600 words;reviews;user modifiable.
Syst(s): TRSCol
Lang/Min Hdware: BASIC; 16K + tape
See: Computer Island \$19.95

Grammar

†**WORD RACE:GRAMMAR/WRDSKILL** (Educ'l game)
 21)Subj/Topic: Grammar Grades: K-3
Description: 8 stud'ts solve races that build knowledge of elements of grammar & word skills; on disk \$24.95.
Syst(s): Atari

Lang/Min Hdware: BASIC; 16K+t;24K+d;padls
See: Edupro \$19.95

†**ASSOCIATIVE IDEA GENERATOR** (Skills pract)
 22)Subj/Topic: Grammar Grades: K-6
Description: Learn the use of nouns and adjectives through original, creative phrases.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
See: Johnson Software \$10

USAGE BOMBERS (Skills pract)
 23)Subj/Topic: Grammar Grades: 1-8
Description: Practice identifying common mistakes made in English usage; reports student performance; 15 tapes.
Syst(s): Apple Atari PET TRSCol VIC-20
Lang/Min Hdware: BASIC; Ap/Col+d;At/P/V+t
See: Micro-Ed \$99

MAKE A SENTENCE (Skills pract)
 24)Subj/Topic: Grammar Grades: 1-2
Description: Uses sound, group of words on screen; using these words, student types a complete sentence.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K+tape;amplifier
See: Micro-Ed \$7.95

†**RECOGNIZING NOUNS** (Tutorial)
 25)Subj/Topic: Grammar Grades: 1-3
Description: Student recognizes nouns as person,place or thing words;with examples; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
See: Right On Programs \$13

†**RECOGNIZING FULL SENTENCES** (Tutorial)
 26)Subj/Topic: Grammar Grades: 1-3
Description: Sentences explained & shown; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
See: Right On Programs \$13

†**RECOGNIZING VERBS** (Tutorial)
 27)Subj/Topic: Grammar Grades: 1-3
Description: Teaches recognizing verbs as doing words, examples help understanding; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
See: Right On Programs \$13

VERBS (Skills pract)
 28)Subj/Topic: Grammar Grades: 2-5
Description: Identify 1 or 2 verbs in sent'nc;graphic tutor'l after 2 wrong; can enter own sent's;1-4 users; on dsk \$10.95.
Syst(s): PET CBM
Lang/Min Hdware: BASIC; 8K + tape
See: Teacher's Pet \$7.95

VERB USAGE 1,2,3 (Tutorial)
 29)Subj/Topic: Grammar Grades: 2-6
Description: 20 lessons, 4 tests on verb usage;discrimination between present,past, past participle forms of verbs; 3 disks.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+Applesoft,dsk
See: Hartley Courseware \$49.95

AGREEM'T OF SUBJECT & VERB (Skills pract)
 30)Subj/Topic: Grammar Grades: 2-8
Description: Student chooses verb form agreeing with verb; success helps win locomotive race; reports performance.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
See: Micro-Ed \$7.95
Rev's: SMW Su81(0)

PERSON, PLACE, THING (Skills pract)
 31)Subj/Topic: Grammar Grades: 2-5
Description: Student categorizes nouns by moving to correctly labelled box; only two keys needed.
Syst(s): Apple TRS-80 TRSCol
Lang/Min Hdware: BASIC; App+d; TRS/TRSC+t
See: Micro Learningware \$7.95
Rev's: SMW Su81(-)

ENGLISH: Grammar (CONT)

NOUN RECOGNITION (Skills pract)

1)Subj/Topic: Grammar Grades: 2-8
Description: Student identifies nouns in randomly selected sentences; robot gives feedback; uses only two keys.
Syst(s): Apple TRS-80 TRSCol
Lang/Min Hdware: BASIC; App+d; TRS/TRSC+t
Sce: Micro Learningware \$7.95

WORD RACE: AMER THEME, GRAM (Educ'l game)

2)Subj/Topic: Grammar Grades: 2-7
Description: 8 stu'ts find right grammatical construction using individual race tracks; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t; 24K+d; padls
Sce: Edupro \$19.95

GRAMMAR PROBLEMS: HOMONYMS (Skills pract)

3)Subj/Topic: Grammar Grades: 3-9
Description: 2 dsk; lessons w/ pre-/post-test, exercises & review of missed items; incl mgt syst for prescript, perf report'g.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk; ptr optl
Sce: Milliken Publish'g \$80

GRAMMAR PROBLEMS: VERBS (Skills pract)

4)Subj/Topic: Grammar Grades: 3-9
Description: 2 dsk; lessons have practice exercises incl "Help" option & post-test; incl mgt syst for prescript, perf report'g.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk; ptr optl
Sce: Milliken Publish'g \$80

GRAMMAR PROBLEMS: PRONOUNS (Skills pract)

5)Subj/Topic: Grammar Grades: 3-9
Description: 2 dsk; lessons w/ practice exercises w/ "Help" option & post-test; incl mgt syst for prescript, perf report'g.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk; ptr optl
Sce: Milliken Publish'g \$80

PAST TENSE/PRESENT TENSE (Skills pract)

6)Subj/Topic: Grammar Grades: 3-12
Description: Proper use of past & present tense is the objective of this program.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K/TRS32K+dsk
Sce: Comp Cseware Srves \$55

IDENTIFY COMPLETE SENTENCE (Skills pract)

7)Subj/Topic: Grammar Grades: 3-5
Description: Group of words presented; student must identify whether or not it is a complete sentence.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; 5K + tape
Sce: Micro-Ed \$7.95

MASTERING PARTS OF SPEECH (Educ'l game)

8)Subj/Topic: Grammar Grades: 3-8
Description: 6 illustrated games give student recognition & usage practice; 2 diff levels, perf rept; 42 skill sheets.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Soc for Visual Ed \$299

DRAGON GAMES (Educ'l game)

9)Subj/Topic: Grammar Grades: 3-6
Description: A game format that allows student to review & practice parts of speech; disk version available.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Educat'l Activit's \$49
Rev's: BR V1#2(+)

NOUNS (Skills pract)

10)Subj/Topic: Grammar Grades: 3-5
Description: Identify 1 or 2 nouns in sent'nc; graphic tutor'l after 2 tries; 1-4 users; can enter own sent's; on disk \$10.95.
Syst(s): PET CBM
Lang/Min Hdware: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

A & AN (Skills pract)

11)Subj/Topic: Grammar Grades: 3-6
Description: Student fills in a or an be-

fore a noun; the Fonz rewards a correct ans; help after 2 wrong; on disk \$10.95.

Syst(s): CBM PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

CRAZY SENTENCES (Educ'l game)

12)Subj/Topic: Grammar Grades: 3-8
Description: This no-pressure language activity makes fun out of naming nouns, adjectives, verbs & adverbs.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Edutek Corp. \$20 [pk32,6p]**

NOUNS/PRONOUNS (Skills pract)

13)Subj/Topic: Grammar Grades: 3-8
Description: Pract identifying nouns, pronouns, pronoun antecedents and plurals, stores and reports student performance.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Hartley Courseware \$39.95

VERBS (Skills pract)

14)Subj/Topic: Grammar Grades: 3-8
Description: Practice on tense, subject-predicate agreement, contractions, correct usage; student management disk.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Hartley Courseware \$39.95

ENGLISH (Skills pract)

15)Subj/Topic: Grammar Grades: 3-6
Description: Silly sentences compiled by computer from parts of speech picked by student.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comm*Data Comp Hse \$9.95

BASIC LANGUAGE SKILLS (Tutorial)

16)Subj/Topic: Grammar Grades: 3-6
Description: Defines parts of speech and gives ex's; creates funny stories using wds from stud't; 5 titles; disk vers \$84.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Orange Cherry Med \$70
Rev's: SMW W83(0)

RUN-ON SENTENCES (Educ'l game)

17)Subj/Topic: Grammar Grades: 3-6
Description: User divides group of words into two sentences in race with computer; program reports student performance.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

ADJECTIVE RECOGNITION (Skills pract)

18)Subj/Topic: Grammar Grades: 3-8
Description: Student identifies adjectives in randomly selected sentences; robot gives feedback; uses only 2 keys.
Syst(s): Apple TRS-80 TRSCol
Lang/Min Hdware: BASIC; App+d; TRS/TRSC+t
Sce: Micro Learningware \$7.95
Rev's: SMW Su81(-)

ADVERB RECOGNITION (Skills pract)

19)Subj/Topic: Grammar Grades: 3-8
Description: Student identifies adverbs in randomly selected sentences; robot gives feedback; uses only two keys.
Syst(s): Apple TRS-80 TRSCol
Lang/Min Hdware: BASIC; App+d; TRS/TRSC+t
Sce: Micro Learningware \$7.95

PRONOUN RECOGNITION (Skills pract)

20)Subj/Topic: Grammar Grades: 3-8
Description: Student identifies pronouns in randomly selected sentences; robot gives feedback; uses only 2 keys.
Syst(s): Apple TRS-80 TRSCol
Lang/Min Hdware: BASIC; App+d; TRS/TRSC+t
Sce: Micro Learningware \$7.95

↑BASIC ENGLISH (Skills pract)

21)Subj/Topic: Grammar Grades: 3-9
Description: Improves sentence diagramming & part-of-speech recogn skills; varied quiz formats; teacher guide & grading.
Syst(s): TRS-80

Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$35

↑LIMERICK (Concept demo)

22)Subj/Topic: Grammar Grades: 3-8
Description: Makes funny, semi-sensible limericks by forcing random words to obey rhyme rule of limericks; disk \$20.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; 32K; TRS+t, Ap/At+d
Sce: Cybernetic Info \$15

SENTENCES (Tutorial)

23)Subj/Topic: Grammar Grades: 4-10
Description: Instruction, practice in identification of subjects, verbs, predicates, and sentence fragments.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Micro Power & Light \$24.95
Rev's: JRM V1(-)

MONSWORD (Educ'l game)

24)Subj/Topic: Grammar Grades: 4-9
Description: Student guides his man thru the maze as the man eats nouns and avoids verbs; disk version \$12.95.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comm*Data Comp Hse \$9.95

ENGLISH INVADERS (Educ'l game)

25)Subj/Topic: Grammar Grades: 4-9
Description: Student protects star base from alien invaders by identifying parts of speech in time; with color and sound.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; 5K + tape
Sce: Comm*Data Comp Hse \$9.95

STORY BUILDER/WORD MASTER (Skills pract)

26)Subj/Topic: Grammar Grades: 4-7
Description: Partial verse is given; child fills in miss'g parts, then guesses 3-lett words from logical clues; disk vers \$23.95.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; At8K+t; Ap32K+dsk
Sce: Program Design Inc \$16.95
Rev's: MJ V3#2(0)

PART OF SPEECH (Rote drill)

27)Subj/Topic: Grammar Grades: 4-9
Description: Given word, the student gives the part of speech; gives help after two errors; disk version \$10.95.
Syst(s): CBM PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

ADJECTIVES (Skills pract)

28)Subj/Topic: Grammar Grades: 4-9
Description: Identify adjectives in sentences; tutorial after 2 wrong; 1-4 users; can change sent's; disk vers \$10.95.
Syst(s): PET CBM
Lang/Min Hdware: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

ADVERBS (Skills pract)

29)Subj/Topic: Grammar Grades: 4-9
Description: Is given word in sentence an adverb? Tutorial after 2 wrong; sentences easy to change; disk version \$10.95.
Syst(s): PET CBM
Lang/Min Hdware: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

PROMOUNS (Skills pract)

30)Subj/Topic: Grammar Grades: 4-9
Description: Identify pronouns in sentences; 1 - 4 users; score; sentences easy to change; disk version \$10.95.
Syst(s): PET CBM
Lang/Min Hdware: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

VERBS (Skills pract)

31)Subj/Topic: Grammar Grades: 4-9
Description: Text material and examples are given, then exercises on verb usage; two cassettes.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 8K PET, 16K others
Sce: Educat'l Activit's \$39.95

† This is a new entry in THE SOFTWARE FINDER. ** See Intro. and Sect. II-3.

ENGLISH: Grammar (CONT)**NOUNS** (Skills pract)

1) **Subj/Topic:** Grammar **Grades:** 4-9
Description: Text material and examples are given, then practice with noun usage; two cassettes.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 8K PET, 16K others
Sce: Educat'l Activit's \$39.95

ADJECTIVES (Skills pract)

2) **Subj/Topic:** Grammar **Grades:** 4-9
Description: Tutorial and examples on problem areas with adjectives, then practice; 2 cassettes.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; PET8K, 16K others
Sce: Educat'l Activit's \$39.95

ADVERBS (Skills pract)

3) **Subj/Topic:** Grammar **Grades:** 4-9
Description: Text material and examples given, then practice on adverb usage; two cassettes.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; PET8K, 16K others
Sce: Educat'l Activit's \$39.95

PROMOUES (Skills pract)

4) **Subj/Topic:** Grammar **Grades:** 4-9
Description: Text material and examples given, then exercises on pronoun usage; 2 cassettes.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 8K PET, 16K others
Sce: Educat'l Activit's \$39.95

↑ENG BASICS PARTS OF SPEECH (Tutorial)

5) **Subj/Topic:** Grammar **Grades:** 4-6
Description: A 20-program series covering 5 parts of speech: nouns, pronouns, verbs, adjectives, adverbs; on disk \$170.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; 16K+t; 32K+ disk
Sce: Educat'l Activit's \$145

TENNIS ANYONE, PLURALS (Educ'l game)

6) **Subj/Topic:** Grammar **Grades:** 4-12
Description: Practice in correctly spelling plural endings of 120 words. The difficulty of words increases thru rounds.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K/TRS32K+disk
Sce: Data Command \$29.95
Rev's: CC 1/81(0)

↑GRAMMAR AND WRITING (Tutorial)

7) **Subj/Topic:** Grammar **Grades:** 4-12
Description: Program instructs, reinforces & evaluates grammatical skills to improve student's writing ability; backup \$100.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: Encyclopedia Britt \$266

SUBJECT & PREDICATE (Skills pract)

8) **Subj/Topic:** Grammar **Grades:** 4-10
Description: In each sentence, must identify complete & simple subj & predicate; at end, learner's work is summarized.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

↑BAS ENG SKILLS/PRTS SPEECH (Tutorial)

9) **Subj/Topic:** Grammar **Grades:** 5-12
Description: A 28-lesson tutorial on the function & use of parts of speech. backup \$200.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K, 3.3 DOS
Sce: Encyclopedia Britt \$399

VERB RECOGNITION (Skills pract)

10) **Subj/Topic:** Grammar **Grades:** 4-8
Description: Student identifies verbs in randomly selected sentences; robot gives feedback; uses only 2 keys.
Syst(s): Apple TRS-80 TRScol
Lang/Min Hdware: BASIC; App+d; TRS/TRSC+t
Sce: Micro Learningware \$7.95

↑CLASSES OF NOUNS (Tutorial)

11) **Subj/Topic:** Grammar **Grades:** 4-10

Description: Learn about proper nouns, capitalization (Titles are Tricky); special cases of nouns, common nouns; review test.

Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K; Ap+d; PET+tord
Sce: Brain Bank \$60

ENGLISH USAGE EXERCISES I (Skills pract)

12) **Subj/Topic:** Grammar **Grades:** 5-8
Description: 96 progs, each with lesson & exer on verb constructions; questions in sent context; spiral organiz; also on disk.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: 3R Software \$ n/av
Rev's: CC 10/81(-); SMW W82(0); CCS 82(0)

ENGLISH USAGE EXERCISES II (Skills pract)

13) **Subj/Topic:** Grammar **Grades:** 5-8
Description: 40 progs, each with lesson & exer on nouns & pronouns; quest's in sent context; spiral organization; also on disk.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: 3R Software \$ n/av
Rev's: CC 10/81(-); SMW W82(0); CCS 82(0)

THE ADJECTIVE (Educ'l game)

14) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Practice work with adjectives in game format; the student plays against the computer.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

THE NOUN (Tutorial)

15) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Introduces common and proper nouns, then quizzes on the material presented; reports student performance.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

THE ADVERB (Tutorial)

16) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Introduces adverbs, then quizzes on the material presented; reports student performance.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

THE VERB (Tutorial)

17) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Introduces action and linking verbs and phrases, then quizzes on the material presented; reports student perf.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

↑POSSESSIVE CASE (Skills pract)

18) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Computer explains & provides practice on possessive case; for individual, groups or classroom; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

↑VERB TENSES (Tutorial)

19) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Program first explains & provides practice on verb tenses; for one, groups or classroom; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

↑PREPOSITIONS & CONJUNCT'NS (Skills pract)

20) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Program first explains & provides practice on preposit'ns & conjunct'ns; for one or groups; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

↑MOONS (Skills pract)

21) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Program first explains & then provides practice on nouns; for one, groups or classroom; on disk \$29.95.
Syst(s): Apple TRS-80

Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

↑PROMOUES (Skills pract)

22) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Program first explains & then provides practice on pronouns, for one, groups, or classroom; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

↑PHRASES AND CLAUSES (Skills pract)

23) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Program first explains, then provides practice on phrases & clauses; for one, groups, or classroom; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

↑WORD CHOICE (Skills pract)

24) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Program first explains, then provides practice on word-choice; for one, groups or classroom; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

↑ADJECTIVES (Skills pract)

25) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Program first explains & then provides practice on adjectives; for one, groups or classroom; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

↑VERB AND ADVERBS (Tutorial)

26) **Subj/Topic:** Grammar **Grades:** 5-10
Description: Computer first explains & then provides practice on verbs & adverbs; for individual or group; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

ENGLISH USAGE EXER'S III (Skills pract)

27) **Subj/Topic:** Grammar **Grades:** 6-9
Description: 40 prog's deliver'g 100, 10-min. sessions: adjectives, articles, prepositions & future tense; disk vers \$139.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K M1; network opt
Sce: 3R Software \$99.95

↑PHRASES AND CLAUSES (Skills pract)

28) **Subj/Topic:** Grammar **Grades:** 6-10
Description: Gives practice in classifying phrases and clauses; reviews missed items; stores/reports perf, class or indiv.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
Sce: Avant Garde Creatns \$29.95

↑ENGLISH GRAMMAR (Skills pract)

29) **Subj/Topic:** Grammar **Grades:** 6-9
Description: Covers: correct usage, parts of speech, multiple meaning words & sentence composition; 4 student disks, 1 mgt disk.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; TRS-80 III 32K+d
Sce: Random House \$99

↑USAGE (Tutorial)

30) **Subj/Topic:** Grammar **Grades:** 7-12
Description: Reviews corr use of verbs, pronouns, adverbs, adject'vs, irreg verbs, subject-verb, pronoun-antecedent; disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

↑GLOSSARY OF USAGE (Tutorial)

31) **Subj/Topic:** Grammar **Grades:** 7-12
Description: Reviews construct'ns acceptd as standard English; emph on words often often confused; review, exer; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

† This is a new entry in THE SOFTWARE FINDER.

ENGLISH: Grammar (CONT)**POSSESSIVE CASE** (Tutorial)1) **Subj/Topic:** Grammar **Grades:** 7-9**Description:** Tutorial includes explanations with numerous examples. Covers pronouns and nouns with drills.**Syst(s):** TRS-80**Lang/Min Hdware:** BASIC; 16K + tape**Sce:** Micro Learningware \$7.95**SENTENCE DIAGRAMMING** (Skills pract)2) **Subj/Topic:** Grammar **Grades:** 7-12**Description:** Practice on parts of speech, word usage, sentence types, and sentence diagramming; reports & stores progress.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 48K + disk**Sce:** Avant Garde Creatns \$24.95**Rev's:** IW V3#27(+); TCT V8#7(+); CC 10/81(+)**SENTENCE STRUCTURE ERRORS** (Skills pract)3) **Subj/Topic:** Grammar **Grades:** 7-12**Description:** Reviews & exercises to correct fragments, run ons, misplaced modifiers; for basic & advanced groups.**Syst(s):** Apple PET**Lang/Min Hdware:** BASIC; 16K + tape**Sce:** Right On Programs \$70**IMPROVING WRITING STYLE** (Tutorial)4) **Subj/Topic:** Grammar **Grades:** 7-12**Description:** To improving writing skills; programs on coordination, faulty coordination, subordination; easy to hard.**Syst(s):** Apple PET**Lang/Min Hdware:** BASIC; 16K + tape**Sce:** Right On Programs \$70**↑PUTT'G GRAM'R TO WORK I-II** (Tutorial)5) **Subj/Topic:** Grammar **Grades:** 7-12**Description:** Covers nouns, pronouns, adj'vs verbs, tenses, adverbs, objects, prepositions, conjunctions, phrases, homophones, etc.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 48K + DOS 3.3/3.2**Sce:** Ctr-Educ'l E.D.E. \$90**SENTENCE COMPLETION** (Skills pract)6) **Subj/Topic:** Grammar **Grades:** 10-12**Description:** Study aid for college board exams. Multiple choice, automatic grading, grammar & vocabulary related.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 32K+dsk, Applesoft**Sce:** Sliwa Enterprises \$25**Punctuation****FUND'L PUNCTUAT'N PRACTICE** (Skills pract)7) **Subj/Topic:** Punctuation **Grades:** 1-8**Description:** Over 50 lessons that provide instruction & practice in punctuation usage; Apple & TRS-80 disk versions \$135.**Syst(s):** Apple TRS-80**Lang/Min Hdware:** BASIC; Ap48K+d; TRS16K+t**Sce:** Random House \$96**↑PUNCT'N & CAPITAL'N LV/1&2** (Skills pract)8) **Subj/Topic:** Punctuation **Grades:** 1-2**Description:** 10 lessons; user-oriented program enables student to edit sentences to correct errors in punct'n & capital'n.**Syst(s):** TRS-80**Lang/Min Hdware:** BASIC; 32K + disk**Sce:** Bertamax \$39.50**PUNCTUATION SERIES** (Skills pract)9) **Subj/Topic:** Punctuation **Grades:** 2-6**Description:** Practice finding punctuation errors in randomly selected sentences; feedback includ'g rule;perf rpt;8 tapes.**Syst(s):** Apple Atari PET TRSCol**Lang/Min Hdware:** BASIC; Ap/TRSC+d/At/P+t**Sce:** Micro-Ed \$56**↑PUNCT'N & CAPITAL'N LEV 3** (Skills pract)10) **Subj/Topic:** Punctuation **Grades:** 2-4**Description:** 10 lessons; user-oriented program enables student to edit sentences to correct errors in punct'n & capital'n.**Syst(s):** TRS-80**Lang/Min Hdware:** BASIC; 32K + disk**Sce:** Bertamax \$39.50**↑COMMA** (Skills pract)11) **Subj/Topic:** Punctuation **Grades:** 2-12**Description:** Timed pract; student places commas in randomly shown sentences; teacher chooses sent's;perf report;also on disk.**Syst(s):** Apple Atari PET TRS-80**Lang/Min Hdware:** BASIC; PET8K/others16K+t**Sce:** Schl & Home CseWar \$24.95 [pk134,2p]****CAPITALS** (Skills pract)12) **Subj/Topic:** Punctuation **Grades:** 3-9**Description:** Should highlighted word/s in sentence be capitalized? Tutorial after 2 wrong ans;can change sent's;on dsk \$10.95.**Syst(s):** PET CBM**Lang/Min Hdware:** BASIC; 8K + tape**Sce:** Teacher's Pet \$7.95**PUNCTUATION I** (Tutorial)13) **Subj/Topic:** Punctuation **Grades:** 3-6**Description:** Intros & gives practice on use of period, quest mark, exclam pt.;uses color, graphics, animation & sound.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 48K + disk**Sce:** Educat'l Activit's \$49**Rev's:** EL V1#3(+); BR V1#2(+)**PUNCTUATION II** (Tutorial)14) **Subj/Topic:** Punctuation **Grades:** 3-8**Description:** Intros various uses of comma & gives practice; uses color, graphics, sound, animation; extra work on poor perf.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 48K + disk**Sce:** Educat'l Activit's \$49**Rev's:** IW V3#28; BR V1#2(+)**↑PUNCT'N & CAPITAL'N LEV 4** (Skills pract)15) **Subj/Topic:** Punctuation **Grades:** 3-5**Description:** 10 lessons; user-oriented program enables student to edit sentences to correct errors in punct'n & capital'n.**Syst(s):** TRS-80**Lang/Min Hdware:** BASIC; 32K + disk**Sce:** Bertamax \$39.50**T,S-PUNC** (Skills pract)16) **Subj/Topic:** Punctuation **Grades:** 4-12**Description:** Pract punctuating sentences; immediate feedback; makes data tapes of teacher's sentences.**Syst(s):** PET**Lang/Min Hdware:** BASIC; 8K + tape**Sce:** N.C.C.C.D. \$5**COMMA** (Skills pract)17) **Subj/Topic:** Punctuation **Grades:** 4-9**Description:** Should comma follow highlighted word/s in sentence? Tutorial after 2 wrong; can change sent's;on dsk \$10.95.**Syst(s):** PET CBM**Lang/Min Hdware:** BASIC; 8K + tape**Sce:** Teacher's Pet \$7.95**Rev's:** CT V8#7(+); SMW Su81(-)**END PUNCTUATION** (Tutorial)18) **Subj/Topic:** Punctuation **Grades:** 4-8**Description:** Introduces and gives practice in use of period, exclamation point, and question mark; reports student perf.**Syst(s):** PET**Lang/Min Hdware:** BASIC; 8K + tape**Sce:** Micro-Ed \$7.95**↑PUNCT'N & CAPITAL'N LEV 5** (Skills pract)19) **Subj/Topic:** Punctuation **Grades:** 4-6**Description:** 10 lessons; user-oriented program enables student to edit sentences to correct errors in punct'n & capital'n.**Syst(s):** TRS-80**Lang/Min Hdware:** BASIC; 32K + disk**Sce:** Bertamax \$39.50**T,S-HYPHEN** (Skills pract)20) **Subj/Topic:** Punctuation **Grades:** 5-12**Description:** Program displays words with spaces between letters. Student must insert hyphens in appropriate places.**Syst(s):** PET**Lang/Min Hdware:** BASIC; 8K + tape**Sce:** N.C.C.C.D. \$5**NAME TACTICS CONTRACTIONS** (Educ'l game)21) **Subj/Topic:** Punctuation **Grades:** 5-12**Description:** Identify & use 50 contrac-

tions. Change contr'ns to 2-word forms, 2-word forms to contr'ns or mix procedures.

Syst(s): Apple TRS-80**Lang/Min Hdware:** BASIC; App48K/TRS32K+dsk**Sce:** Data Command \$29.95**THE APOSTROPHE** (Tutorial)22) **Subj/Topic:** Punctuation **Grades:** 5-9**Description:** Introduces and gives practice with use of apostrophe; reports student performance.**Syst(s):** PET**Lang/Min Hdware:** BASIC; 8K + tape**Sce:** Micro-Ed \$7.95**↑PUNCT'N & CAPITAL'N LEV 6** (Skills pract)23) **Subj/Topic:** Punctuation **Grades:** 5-6**Description:** 10 lessons; user-oriented program enables student to edit sentences to correct errors in punct'n & capital'n.**Syst(s):** TRS-80**Lang/Min Hdware:** BASIC; 32K + disk**Sce:** Bertamax \$39.50**COMMAS** (Tutorial)24) **Subj/Topic:** Punctuation **Grades:** 6-8**Description:** Intro elem'ts, items in series, interrupt'g elem'ts, indep clauses, letters, etc; has mgt syst w/ auto promotion.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 48K + DOS 3.3**Sce:** Milton Bradley \$44.95**END MARKS, SEMICOLON, COLON** (Tutorial)25) **Subj/Topic:** Punctuation **Grades:** 6-8**Description:** Instruc'n & pract with period, quest mark, exclam point, semicolon, colon; has mgt system with auto promotion.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 48K + DOS 3.3**Sce:** Milton Bradley \$44.95**COMMAS** (Tutorial)26) **Subj/Topic:** Punctuation **Grades:** 8-12**Description:** States, illustrates & gives practice with rules for 12 common uses of commas; allows review of rules as needed.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 32K + disk**Sce:** Micro Power & Light \$29.95**Reading****↑CARIS-COMPU ANIMATED READG** (Tutorial)27) **Subj/Topic:** Reading **Grades:** K-3**Description:** Introduces reading skills to low readiness children emphasizing exploration vs correct answer; backup \$25.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 48K DOS 3.3**Sce:** Encyclopedia Britt \$74**↑EARLY THINGS** (Skills pract)28) **Subj/Topic:** Reading **Grades:** K-2**Description:** 4 easy to read names of familiar objects to match with pictures in four game variations.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 48K+dsk; Applsoft**Sce:** Merry Bee Commun's \$11.95**↑EARLY COLORS** (Skills pract)29) **Subj/Topic:** Reading **Grades:** K-1**Description:** Words for 10 colors to match with colored objects.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 48K+dsk, Applsoft**Sce:** Merry Bee Commun's \$19.95**↑EARLY NUMBERS** (Skills pract)30) **Subj/Topic:** Reading **Grades:** K-1**Description:** Words for 1 to 5, 1 to 10, 1 to 20 to match numerals or group of objects.**Syst(s):** Apple**Lang/Min Hdware:** BASIC; 48K+dsk, Applsoft**Sce:** Merry Bee Commun's \$19.95

† This is a new entry in THE SOFTWARE FINDER.

** See Intro. and Sect. II-3.

ENGLISH: Reading (CONT)**†EARLY LETTERS** (Skills pract)

1)Subj/Topic: Reading Grades: K-2
Description: Identify same letter when color, size, alignment, type style vary.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, Applsft
Sce: Merry Bee Commun's \$11.95

†ALPHABETTA DICTIONARY (Skills pract)

2)Subj/Topic: Reading Grades: 1-5
Description: 2 lessons give practice in dictionary use: part-which third of dict; turn - which direction.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, Applsft
Sce: Merry Bee Commun's \$11.95

†ALPHABETTA WORDS (Skills pract)

3)Subj/Topic: Reading Grades: K-6
Description: Alphabetize 3 words w/ one key press (teach set opt'sns); 2 sets of multiple word lists or enter your own.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, Applsft
Sce: Merry Bee Commun's \$11.95

†ADJACENT LETTERS PART II (Skills pract)

4)Subj/Topic: Reading Grades: K-5
Description: 2 lessons + options; fill blanks in 3-letter words; & use paddles to locate letter on 3 part display.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, Applsft
Sce: Merry Bee Commun's \$11.95

†ADJACENT LETTERS PART I (Skills pract)

5)Subj/Topic: Reading Grades: K-5
Description: Games give pract. identifying letters; type letter cat is replacing or type any key if right letter in box.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, Applsft
Sce: Merry Bee Commun's \$29.95

†ABC GAME (Educ'l game)

6)Subj/Topic: Reading Grades: K-1
Description: 2 games scored by matching the upper and lower case letters.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, Applsft
Sce: Merry Bee Commun's \$11.95

†ABC TALK (Skills pract)

7)Subj/Topic: Reading Grades: K-1
Description: Student tries to name letter before hears tone or name of letter; needs Supertalker (TM).
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, Applsft
Sce: Merry Bee Commun's \$11.95

†ABC FIND (Skills pract)

8)Subj/Topic: Reading Grades: K-1
Description: Lg. hi-res capital, lower-case & moving letters appear. Typing the letter causes next to appear.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, Applsft
Sce: Merry Bee Commun's \$11.95

†MICRO MOTHER GOOSE (Educ'l game)

9)Subj/Topic: Reading Grades: K-3
Description: Program provides 3 fun games plus 9 musical hi-res rhymes; contains a "Micro do's & don'ts" poster.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K+disk, Aplsft
Sce: Software Productns \$39.95

†HUNT & PECK (Skills pract)

10)Subj/Topic: Reading Grades: K-2
Description: Practice in finding letter on screen; color/sound reward given.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; 5K + tape
Sce: Athena Software \$4.95

†WORD DRAW:ANIMALS & THINGS (Educ'l game)

11)Subj/Topic: Reading Grades: K-3
Description: 4 students together solve word searches, verses & scrambles involving storybook animals & things; dsk\$24.95.
Syst(s): Atari

Lang/Min Hdware: BASIC; 16K+t;24K+d;joyst
Sce: Edupro \$19.95

†WORD DRAW: PEOPLE & PLACES (Educ'l game)

12)Subj/Topic: Reading Grades: K-3
Description: 4 students together solve word searches, verses & scrambles, involving storybook people & places; dsk \$24.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t; 24K+d
Sce: Edupro \$19.95

†WORD RACE: STORIES/VERSES (Educ'l game)

13)Subj/Topic: Reading Grades: K-3
Description: 8 stud'ts together use computer while manipulating stories & verses that enhance lang skills; disk \$24.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t; 24K+d
Sce: Edupro \$19.95

†WORD ORDER (Educ'l game)

14)Subj/Topic: Reading Grades: K-6
Description: Alphabetizing game; levels of difficulty include alphabetizing 1st to 4th letter; sound graphics.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Teacher Supp Soft \$50
Rev's: EE 3-4/83

†KEYBOARD (Educ'l game)

15)Subj/Topic: Reading Grades: K-9
Description: Students drilled in location of numbers, letters & special characters on keyboard; sound/graphics.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Teacher Supp Soft \$30
Rev's: EE 3-4/83

†KEYGAME (Educ'l game)

16)Subj/Topic: Reading Grades: K-6
Description: Letter recognition drill; keyboard replica & word appear; ea letter in word flashes until typed in.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Teacher Supp Soft \$50
Rev's: EE 3-4/83

†ALPHABET SQUARES (Rote drill)

17)Subj/Topic: Reading Grades: K-2
Description: Student drilled in alphabet by matching 26 high res color pictures of familiar objects & animals w/ lg letters.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Versa Computing \$29.95
Rev's: MI 1/83

†ALPHA II (Educ'l game)

18)Subj/Topic: Reading Grades: K-1
Description: 3 alphabet exercises; letter before & after, 2 like letters, 3 letters in alphabetical order.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Mercer Systems \$6.95

†LETTERS (Tutorial)

19)Subj/Topic: Reading Grades: K-1
Description: Alphabet recognition & typing tutor; adult monitoring keys; graphic rewards.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Comp Lrg Ctr Child \$9.95

†LET'S ALPHABETIZE (Skills pract)

20)Subj/Topic: Reading Grades: K-1
Description: Early reading practice; child presented with 3 words & must select word that comes first.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Comp Lrg Ctr Child \$10.95

†WHAT'S DIFFERENT (Skills pract)

21)Subj/Topic: Reading Grades: K-2
Description: Practice in reading comprehension; child must choose non related word from four shown.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Comp Lrg Ctr Child \$12.95

STORY MIX - PROGRAM 1 (Skills pract)

22)Subj/Topic: Reading Grades: K-3
Description: User selects story parts to make up own story; 4096 different stories with pictures. Disk: Ap \$34.80 TRS \$29.50.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d; TRS16K+t
Sce: Bertamax \$24.85

ALPHAXKEY (Skills pract)

23)Subj/Topic: Reading Grades: K-1
Description: Student finds,practices with letters on keyboard; capitals,lower case, or alpha seq'nc. Disk: Ap\$34.80 TRS\$29.80.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d; TRS16K+t
Sce: Bertamax \$24.85

PRESCHOOL IQ BUILDER 2 (Rote drill)

24)Subj/Topic: Reading Grades: K-1
Description: Teaches letter, symbol, number & word discrimination; "singing face" rewards correct ans; disk version \$23.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 8K+tape,16K+disk
Sce: Program Design Inc \$16.95
Rev's: JRM V1(0)

%KEYS (Educ'l game)

25)Subj/Topic: Reading Grades: K-3
Description: Designed to increase recognition of letters and numbers using Apple graphics.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K+dsk,Applesoft
Sce: Teck Associates \$19.95 [pk59,14p]**

COLETT (Rote drill)

26)Subj/Topic: Reading Grades: K-1
Description: Practice in counting and recognizing letters which are displayed on the screen.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$10

LETTERS (Rote drill)

27)Subj/Topic: Reading Grades: K-1
Description: Drill on capital letter and number recognition; multiple choice from list of three items.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$10

LET REC2 (Rote drill)

28)Subj/Topic: Reading Grades: K-1
Description: Computer displays an upper-case letter; the student picks the corresponding lower-case letter from 3 choices.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$10

WORD-A-TACH (Rote drill)

29)Subj/Topic: Reading Grades: K-4
Description: Words presented tachistoscopically to the stud't; teacher may use existing sight words or enter own lists.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+Applesoft,dsk
Sce: Hartley Courseware \$26.95

ALPHA HELP (Rote drill)

30)Subj/Topic: Reading Grades: K-2
Description: Teaches the alphabet to young children using graphics & sound; performance summarized.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comm*Data Comp Hse \$9.95

WORKING WITH THE ALPHABET (Tutorial)

31)Subj/Topic: Reading Grades: K-3
Description: The alphabet is taught thru games & races; the student is taught to put words in alphabet order;dsk vers \$34.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Orange Cherry Med \$28

ENGLISH: Reading (CONT)**WORDMATCH** (Educ'l game)

1) **Subj/Topic:** Reading **Grades:** K-2
Description: Reading readiness game; student matches shapes/patterns, letters/wrds; or difficult wrds; animated reinforcers.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K+t, BASIC, ctrdrg
Sce: Jadee Enterprises \$ n/av

LANG. ARTS-ALPHABETIZING (Skills pract)

2) **Subj/Topic:** Reading **Grades:** K-8
Description: Exercises in letter recognition & alphabetization through 7th letter, grades K-8.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: McGraw-Hill (Gregg) \$75

SEQUENCE & ALPHABETIZING (Skills pract)

3) **Subj/Topic:** Reading **Grades:** K-6
Description: 20 exercises & motivational games to help students develop skills in alphabet seq & order; disk versions \$45.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap48K+d; TRS16K+t
Sce: Random House \$24
Rev's: CR 8-9/82(0)

THE READING MACHINE (Skills pract)

4) **Subj/Topic:** Reading **Grades:** K-3
Description: Pract on 10 reading skills, phonetic approach using speech & matching grafx image; recds/repts perf; mngt syst.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3, Aplsft
Sce: SouthWest EdPsych \$59.95

JUGGLES' RAINBOW (Educ'l game)

5) **Subj/Topic:** Reading **Grades:** K-1
Description: Stud't presses keys corresp. to posit'ns of animated figures on screen; pract spatial concepts, prereading skills.
Syst(s): Apple Atari TRSCol
Lang/Min Hdware: BASIC; Ap48K/others32K+d
Sce: The Learning Co. \$29.95
Rev's: CRC 9/82(+); MUN 11/82(+); EC V2#5(0)

ALPHA (Educ'l game)

6) **Subj/Topic:** Reading **Grades:** K-3
Description: Alphabet game displaying random letters to be identified.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Mercer Systems \$5.95

SPACE WASTE RACE (Educ'l game)

7) **Subj/Topic:** Reading **Grades:** K-3
Description: Computerized storybook with activities on num./alphabet order, count'g, up/down/left/right/over/under; disk \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Storybks of Future \$19.95
Rev's: 80M 5/82; EC 7-8/82(+); CCN V3#1(0)

BETTER VIEW A ZOO (Educ'l game)

8) **Subj/Topic:** Reading **Grades:** K-3
Description: Computerized storybook with activities & games; number, letter, alphabet, grouping, strategy & video games.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Storybks of Future \$24.95
Rev's: CRC V1#1(+)

ALPHA KEY (Tutorial)

9) **Subj/Topic:** Reading **Grades:** K-1
Description: (26-1718) Familiarizes children w/ keyboard & alphabet; teaches both lower and upper case letters; reports perf.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Radio Shack \$39.95

COLOR GUESS (Tutorial)

10) **Subj/Topic:** Reading **Grades:** K-2
Description: Teaches reading & spelling of 10 color words via associative presentation, then recognition & spelling.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K+dsk, Integ BAS
Sce: Ideatech \$14.45

WRITE IT IN COLOR (Tutorial)

11) **Subj/Topic:** Reading **Grades:** K
Description: Introduces the keyboard to the student; practice typing in color and capital letters.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Edutek Corp. \$15

ALPHABET (Rote drill)

12) **Subj/Topic:** Reading **Grades:** K-2
Description: Lge, colored lettrs displayed; comp plays Alphabet Song as stud't types; also on disk; in pkg w/ two other programs.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Edu-Soft \$14.95 [pk78,3p]**

LETTERS AND NUMBERS (Skills pract)

13) **Subj/Topic:** Reading **Grades:** K-2
Description: Practice with large letters and numbers; matching, completing sequence, and fill in blank questions.
Syst(s): CBM PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Teaching Tools \$20
Rev's: SMW W82(+)

MISSING LETTER (Rote drill)

14) **Subj/Topic:** Reading **Grades:** K-1
Description: Drill on sequence of letters of alphabet, presented with sequence of letters, must respond with missing letter.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Little Bee \$10.95

LETTER RECOGNITION (Rote drill)

15) **Subj/Topic:** Reading **Grades:** K-2
Description: Match upper and lower case letters; match numerals & number words; student management disk.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Hartley Courseware \$26.95

UPPER/LOWER CASE MATCHING (Rote drill)

16) **Subj/Topic:** Reading **Grades:** K-1
Description: Teaches the relationship between lower and upper case letters, shows lower case, must pick upper case letter.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Little Bee \$10.95

ABC SEQUENCE (Rote drill)

17) **Subj/Topic:** Reading **Grades:** K-1
Description: Matching letters motivate children to learn the sequence of the letters of alphabet, score obtainable.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Little Bee \$10.95

ALPHABET (Rote drill)

18) **Subj/Topic:** Reading **Grades:** K-1
Description: Program can be set to show letters with "prompt" letter, or let able student find next letter on his/her own.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; 8K+tape/VIC 5K+t
Sce: Comm'Data Comp Hse \$9.95

LEARN TO READ (Rote drill)

19) **Subj/Topic:** Reading **Grades:** K-4
Description: Given a word, the child matches it with a picture from an accompanying page; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk51,5p]**
Rev's: SMW Su81(-)

LETTER RECOGNITION (Rote drill)

20) **Subj/Topic:** Reading **Grades:** K-1
Description: Exercise to familiarize the child with letters of the alphabet; disk version 24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk49,5p]**

STORY TELLING (Skills pract)

21) **Subj/Topic:** Reading **Grades:** K-4
Description: The child reads a story and reports the facts; each run uses new key

words; disk version \$24.95.

Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk51,5p]**
Rev's: SMW Su81(-)

RIGHT READING (Skills pract)

22) **Subj/Topic:** Reading **Grades:** K-1
Description: Teaches child to work from left to right by copying two numbers; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk49,5p]**

MATCHING CAPITAL LETTERS (Rote drill)

23) **Subj/Topic:** Reading **Grades:** K-2
Description: Student points with light pen to matching capital letter; program reports student performance.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET8K/VIC5K+t
Sce: Micro-Ed \$7.95

MATCHING WORDS (Rote drill)

24) **Subj/Topic:** Reading **Grades:** K-2
Description: Student selects which of two similar words matches word moving on screen; reports performance.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

WHICH LETTER COMES NEXT? (Educ'l game)

25) **Subj/Topic:** Reading **Grades:** K-4
Description: Computer prints large letter, student enters the next letter in alphabet; success helps win race w/ computr.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

MY FIRST ALPHABET (Tutorial)

26) **Subj/Topic:** Reading **Grades:** K-8
Description: Teaches numbers, letters, & a few words by associating with colorful hi-res pictures; also uses music, animat'n.
Syst(s): Atari
Lang/Min Hdware: BASIC; 24K + disk
Sce: Atari Prog Exchnng \$29.95
Rev's: SMW W83(+)

NAME THAT LETTER (Educ'l game)

27) **Subj/Topic:** Reading **Grades:** K-3
Description: Two players try to guess a letter in number of tries bid; computer gives clues re higher/lower in alphabet.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III,tape
Sce: Micro Learningware \$7.95

†FIND THE NUMBER (Rote drill)

28) **Subj/Topic:** Reading **Grades:** K-1
Description: Teaches child to read numbers as well as learn their placement on the keyboard; 2 difficulty levels.
Syst(s): Apple Com 64 CBM PET
Lang/Min Hdware: BASIC; PET8K+t, all 16K+d
Sce: Lane Robbins \$9.95

†WORD PICTURE (Rote drill)

29) **Subj/Topic:** Reading **Grades:** K-2
Description: Students discover that letters form words & words name things; type name of noun, its picture is displayed.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Bertamax \$29.50

†ALPHA LETTER DROP (Skills pract)

30) **Subj/Topic:** Reading **Grades:** K-2
Description: To provide practice in putting letter in alphabetical order; 3 levels of difficulty, upper/lower case letters.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Bertamax \$29.80

ENGLISH: Reading (CONT)**†MATCH IT** (Rote drill)

1)Subj/Topic: Reading Grades: K-2
Description: Teaches matching upper with lower-case letters or lower with upper; game like setting.

Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Bertamax \$29.80

†CUSTOMIZED ALPHABET DRILL (Skills pract)

2)Subj/Topic: Reading Grades: K-2
Description: Fill in letters missing in sequence, letter between 2 letters, letter before given letter, etc; Apple \$34.50.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d,TRS 16K+t
Sce: Random House \$24

†ALPHABET SEQUENCE ALPHAB G (Skills pract)

3)Subj/Topic: Reading Grades: K-2
Description: Helps develop alphabet sequence & alphabetical order skills; 26 letters & words to put in order; Apple \$45.00.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d,TRS 16K+t
Sce: Random House \$24
Rev's: CR 8-9/82(0)

†HUNT AND PECK (Rote drill)

4)Subj/Topic: Reading Grades: K-2
Description: Find the letter or number displayed on the screen and get a reward.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Athena Software \$4.95

†ABC SONG ()

5)Subj/Topic: Reading Grades: K-1
Description: Animated & 1/2-screen lo-res capital & lower case letters in varied tempos to "alphabet song"; 3 lessons.
Syst(s): Apple
Lang/Min Hdware: LISP; 48K+disk,Applesft
Sce: Merry Bee Commun's \$11.95

†LEARN TO UND'STD TITLE PG (Tutorial)

6)Subj/Topic: Reading Grades: 2-6
Description: Student answers questions to fill in parts of title page on screen; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†WORD DIVISION (Educ'l game)

7)Subj/Topic: Reading Grades: 1-4
Description: Timed game; students divide words from 2000 word list; covers pre-fixes, suffixes, compounds, & syllables.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk
Sce: Ahead Designs \$19.95
Rev's: TCT 3/82(0)

†MR READWELL-PRIMARY GRADE (Skills pract)

8)Subj/Topic: Reading Grades: 1-4
Description: Several reading selections & comprehension questions; can set speed; 2 titles ea gr2,3,4 for gr1; ea tape \$14.95; disk \$17.95.
Syst(s): Com 64 PET VIC-20
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Micrograms \$14.95

†JACK AND JILL (Skills pract)

9)Subj/Topic: Reading Grades: 1-2
Description: Beginning reading taught; child participates by typing in parts of poem.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Comp Lrg Ctr Child \$10.95

SPEED READING & COMPREH (Skills pract)

10)Subj/Topic: Reading Grades: 1-12
Description: Drill/tests stud't on read'g speed &/or comprehension us'g tchr-supplied mater'ls; 6 progs. Disk version \$59.95.
Syst(s): CBM PET
Lang/Min Hdware: BASIC; 16K+tape or disk
Sce: Abbott Educat'l Softwe \$49.95
Rev's: SMW Su81(+)

READING COMPREHENS'N A-B-C (Tutorial)

11)Subj/Topic: Reading Grades: 1-3
Description: Builds 25 skills; 12 lessons at ea of 3 levels; vocab drill, main idea preview, read'g, quest's; mgt syst;\$150/lev.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk;ptr opt1
Sce: Milliken Publish'g \$425
Rev's: EL 1-2/82(+)

REVERSE (Educ'l game)

12)Subj/Topic: Reading Grades: 1-12
Description: Alphabetize 2 to 8 letters, working from Z to A. Letters are randomly selected; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; PET8K/other \$16K+t
Sce: Schl & Home CseWar \$24.95 [pk17,2p]**

RHYME WAR (Educ'l game)

13)Subj/Topic: Reading Grades: 1-3
Description: Game of War; players determine if two words rhyme; both short and long vowels used.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$20

ALPHA ROCKET (Educ'l game)

14)Subj/Topic: Reading Grades: 1-6
Description: Student advances a rocket to the moon by correctly alphabetizing words.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$30

VOWELS TUTORIAL (Tutorial)

15)Subj/Topic: Reading Grades: 1-3
Description: Visual stimulus w/ auditory instruct'ns; rules given w/ example words; branching, tutorial; req's cassette cntrl.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+Apsft,dsk,tap
Sce: Hartley Courseware \$120

OPPOSITES (Rote drill)

16)Subj/Topic: Reading Grades: 1-10
Description: Improves stud't vocabulary; uses given wrds or add your own; words missed are repeated; shows correct answer.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+Applesoft,dsk
Sce: Hartley Courseware \$29.95

PHONET (Skills pract)

17)Subj/Topic: Reading Grades: 1-6
Description: Students work thru phonetic exercises in sound associations, affixes, syllables, contractions and homonyms.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K+disk
Sce: T.I.E.S. \$49.95

READ'G READINESS: VIS DISC (Rote drill)

18)Subj/Topic: Reading Grades: 1-6
Description: Randomly generated symbols & numbers are matched in this program.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap48K+dsk,TRS32K+d
Sce: Comp Cseware Svcs \$55

SPATIAL RELATIONSHIPS (Skills pract)

19)Subj/Topic: Reading Grades: 1-6
Description: Common 2 dimensional relationships such as left-right & over-under are studied thru use of graphic spider.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap48K,TRS32K;disk
Sce: Comp Cseware Svcs \$55

MATCH SMALL/CAP LETTERS (Rote drill)

20)Subj/Topic: Reading Grades: 1-3
Description: Selects 1 of several lower case letters; which capital on keyboard matches it?
Syst(s): VIC-20
Lang/Min Hdware: BASIC; 5K + tape
Sce: Micro-Ed \$7.95

BIKE STORY (Educ'l game)

21)Subj/Topic: Reading Grades: 1-2
Description: Mad-libs for beginning readers; learn about safety on a bike; disk price \$24.95.
Syst(s): TRS-80

Lang/Min Hdware: BASIC; 16K + tape
Sce: E. David & Assoc. \$19.95

PHONICS 1-3 (Tutorial)

22)Subj/Topic: Reading Grades: 1-3
Description: Instruction & practice in major phonic elements; voice on cassette based sound track; 9 binders of diskettes.
Syst(s): Atari
Lang/Min Hdware: BASIC; 32K + disk
Sce: Sci Research Assoc \$1150

WORD SCRAMBLE (Skills pract)

23)Subj/Topic: Reading Grades: 1-4
Description: Robot prints letters, child unscrambles; includes words frequently used in pri rdrs; 5 diffc levels; on dsk \$25.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: T.H.E.S.I.S. \$15

VOWELS (Rote drill)

24)Subj/Topic: Reading Grades: 1-3
Description: Phonics drill with voice stimulus; long, short, r-controlled vowels, schwa sound; stud't management disk.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk, CCD
Sce: Hartley Courseware \$93.95
Rev's: TCT 1/82(+)

CONSONANTS (Skills pract)

25)Subj/Topic: Reading Grades: 1-3
Description: Phonics drill with voice stimulus. Initial and final consonants & blends. Stores and reports student perf.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk, CCD
Sce: Hartley Courseware \$79.95

LONG/SHORT VOWEL SPACE SHP (Educ'l game)

26)Subj/Topic: Reading Grades: 1-2
Description: Student is space station Commander; must clear skies of alien 'vowel sound' ships; gives performance report.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Little Bee \$10.95

BUS STORY (Skills pract)

27)Subj/Topic: Reading Grades: 1-4
Description: Mad-Libs type for beginning readers. Learn about safety on a school bus; Mod III disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: E. David & Assoc. \$19.95

CONSONANT-VOWEL-CONSONANT (Skills pract)

28)Subj/Topic: Reading Grades: 1-3
Description: Student practices filling in 1st letter of 3-letter sequences to make words; uses graphic reinforcers.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: Microcomp Workshops \$20

INSTRUCT'L READ'G- VISUAL (Rote drill)

29)Subj/Topic: Reading Grades: 1-12
Description: 25 phonics prog's for teaching reading skills; exer's scored/reported by prog; applic to spec ed; on disk \$115.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d; TRS16K+t
Sce: Micromatics \$95

INSTRUCT'L READING- VOICE (Rote drill)

30)Subj/Topic: Reading Grades: 1-12
Description: Computer carries on spoken dialog w/ stud't to drill/test on phonics; 26 prog's; records/reports performance.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+t,voice synth
Sce: Micromatics \$485

PHONICS & WORD ATTACK (Skills pract)

31)Subj/Topic: Reading Grades: 1-4
Description: 200 audio-assisted lessons word attack, letter, names, consonant & vowel sounds/blends, sight wrds, more; Apl dsk \$498.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; TRS16K+t/App32K+d
Sce: Random House \$399

ENGLISH: Reading (CONT)**TUTORIAL COMPREHENSION** (Skills pract)

1) **Subj/Topic:** Reading **Grades:** 1-6
Description: 5 products, ea \$215 or \$840as
 set: Main Idea, Sequence, Inference, Critical
 Reading; tutorials, practice; on disk ea \$255.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App32K+d/TRS16K+t
Sce: Random House \$215

FUNDAMENTAL WORD FOCUS (Skills pract)

2) **Subj/Topic:** Reading **Grades:** 1-6
Description: 10 units using game-like ac-
 tivities; pract word analysis skills; monit-
 ors/repts stud't progress; Ap/TRSdsk \$165.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App32K+d/TRS16K+t
Sce: Random House \$120

HILS2 READING MGT PROGRAM (Teacher aid)

3) **Subj/Topic:** Reading **Grades:** 1-6
Description: Helps keep records for Ran-
 dom House HILS2 Reading Prog; records/re-
 ports performance of up to 612 students.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d/TRS48K+d
Sce: Random House \$498

READ THE RIDDLE (Skills pract)

4) **Subj/Topic:** Reading **Grades:** 1-9
Description: For beginning reader; in ad-
 dition to presenting riddle, prints out
 dictionary worksheet of words used.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K+tape, printer
Sce: L.I.F.E. Software \$9.95

VOWELS E (Skills pract)

5) **Subj/Topic:** Reading **Grades:** 1-4
Description: Provides practice in recog-
 nizing vowel sounds for E; graphics used
 to provide motivation.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: JMH Software of MN \$9.95

FUND'L PHONICS&WORD ATTACK (Skills pract)

6) **Subj/Topic:** Reading **Grades:** 1-4
Description: Practice in 8 skills: visual
 discrimin'n, letter recog'n, sight wds, initial
 & final consonant/vowel sounds; Ap \$498.00.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Random House \$399

READING COMPREHENSION, SETB (Skills pract)

7) **Subj/Topic:** Reading **Grades:** 1-4
Description: Practice understanding what
 is read; should be used with the Type To
 Read Set B for proper progression.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Micro-Ed \$42

READING COMPREHENSION, SETC (Skills pract)

8) **Subj/Topic:** Reading **Grades:** 1-4
Description: Practice understanding what
 is read; should be used with the Type To
 Read Set C for proper progression.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Micro-Ed \$77

TYPE TO READ, SET B (Rote drill)

9) **Subj/Topic:** Reading **Grades:** 1-4
Description: Principle: Relation between
 sounds & ways represented in writing; con-
 sonant clusters at start & end of words.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Micro-Ed \$119

TYPE TO READ, SET C (Rote drill)

10) **Subj/Topic:** Reading **Grades:** 1-4
Description: Principle: Relation between
 sounds & way represented in writing; con-
 sonant clusters at start & end of words.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Micro-Ed \$147

TYPE TO READ, SET D (Rote drill)

11) **Subj/Topic:** Reading **Grades:** 1-4
Description: principle: Relation between

sound & way represented in writing; common
 vowel diagraphs & diphthongs.

Syst(s): VIC-20

Lang/Min Hdware: BASIC; VIC 5K + tape

Sce: Micro-Ed \$168

READING COMPREHENSION, SETA (Skills pract)

12) **Subj/Topic:** Reading **Grades:** 1-4
Description: Practice in understanding
 what is read; should be used with the Type
 To Read Set A for proper progression.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Micro-Ed \$35

TYPE TO READ, SET A (Rote drill)

13) **Subj/Topic:** Reading **Grades:** 1-4
Description: Principle: Relation between
 sounds & way represented in writing; short
 vowel sounds between single consonants.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Micro-Ed \$105

READING COMPREHENSION, SETD (Skills pract)

14) **Subj/Topic:** Reading **Grades:** 1-4
Description: Practice understanding what
 is read; should be used with the Type To
 Read Set D for proper progression.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Micro-Ed \$84

HOMONYMS I (Tutorial)

15) **Subj/Topic:** Reading **Grades:** 2-3
Description: Student learns what homonyms
 are & how they are used in sentences; game
 follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

HOMONYMS II (Tutorial)

16) **Subj/Topic:** Reading **Grades:** 2-3
Description: Practice with homonyms;
 selection more sophisticated than level I;
 game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

LEARN TO USE TABL OF CONTS (Tutorial)

17) **Subj/Topic:** Reading **Grades:** 2-6
Description: Maze game format teaches
 student about table of contents on screen;
 on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

DICTIONARY SKILLS (Tutorial)

18) **Subj/Topic:** Reading **Grades:** 2-6
Description: Shows & explains dictionary
 listings; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

LEARN TO UNDSSTN COPYRT NOT (Tutorial)

19) **Subj/Topic:** Reading **Grades:** 2-6
Description: Explains meaning & import-
 ance of copyright notice; parts covered;
 game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

GETTING THE MAIN IDEA (Educ'l game)

20) **Subj/Topic:** Reading **Grades:** 2-5
Description: "Traveling" game offering
 practice & reinforcement in getting the
 main idea; builds comprehension skills.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + disk
Sce: Learning Well \$49.95

DRAWING CONCLUSIONS (Educ'l game)

21) **Subj/Topic:** Reading **Grades:** 2-5
Description: "Bingo" type game offers
 practice & reinforcement in drawing con-
 clusions; builds comprehension skills.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + disk
Sce: Learning Well \$49.95

FACT OR OPINION (Educ'l game)

22) **Subj/Topic:** Reading **Grades:** 2-5
Description: "Shopping mall" game offers
 practice & reinforcement in learning to
 distinguish fact from opinion.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + disk
Sce: Learning Well \$49.95

READING FOR DETAIL (Educ'l game)

23) **Subj/Topic:** Reading **Grades:** 2-5
Description: "Horse racing" game offers
 practice & reinforcement in reading for
 detail.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + disk
Sce: Learning Well \$49.95

CAUSE & EFFECT (Educ'l game)

24) **Subj/Topic:** Reading **Grades:** 2-5
Description: Mountain climbing expedition
 game offers practice in finding the cause
 for a certain effect and vice versa.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + disk
Sce: Learning Well \$49.95

INFERENCE (Educ'l game)

25) **Subj/Topic:** Reading **Grades:** 2-5
Description: This game offers practice &
 reinforcement in making inferences about
 certain situations.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + disk
Sce: Learning Well \$49.95

ALPHABETIZING (Educ'l game)

26) **Subj/Topic:** Reading **Grades:** 2-5
Description: This game offers practice &
 reinforcement in placing words in alpha-
 betical order.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + disk
Sce: Learning Well \$49.95

READING BETWEEN THE LINES (Educ'l game)

27) **Subj/Topic:** Reading **Grades:** 2-5
Description: This game, set in medieval
 times offers practice in "reading between
 the lines".
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Learning Well \$49.95

PREDICTING OUTCOMES (Educ'l game)

28) **Subj/Topic:** Reading **Grades:** 2-5
Description: Players practice predicting
 outcomes by searching for needed space-
 ship parts.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Learning Well \$49.95

ELEMENTARY READING GAMES (Educ'l game)

29) **Subj/Topic:** Reading **Grades:** 2-4
Description: Practice reading by creating
 poetry, silly sentences & stories; ask
 questions of wizard.
Syst(s): TRSCol
Lang/Min Hdware: BASIC; 16K + tape
Sce: Computer Island \$19.95

CRITICAL READING (Tutorial)

30) **Subj/Topic:** Reading **Grades:** 2-10
Description: Complete read'g tutor'l syst
 including pre-/post-tests, lessons, quizzes
 & mgt system; 8 disks; 1-year rental \$120.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Borg-Warner Ed Sys \$750
Rev's: ET 9/81(+); CCN 3-4/82(0); ER(81)(-)

REMEMBER'G NUMBERS/LETTERS (Rote drill)

31) **Subj/Topic:** Reading **Grades:** 2-8
Description: Prog'm builds rapid recogni-
 tion & retention of numbers & letters;
 based on performance, time is adjusted.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K/TRS32K+dsk
Sce: Comp Cseware Svcs \$55

† This is a new entry in THE SOFTWARE FINDER.

ENGLISH: Reading (CONT)**WORD BLASTER** (Skills pract)

1)Subj/Topic: Reading Grades: 2-6
Description: Develops reading vocabulary and sentence comprehension by use of context clues; Apple/TRS disk versions \$150.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; Ap48K+d; TRS16K+t
Sce: Random House \$120

QUESTIONS & STORY (Educ'l game)

2)Subj/Topic: Reading Grades: 2-8
Description: The student answers 7 questions; the answers are incorporated into a story presented at 1 of 3 read'g speeds.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K+dsk, Applesoft
Sce: Ideatech \$11.45

WHO, WHAT, WHERE, WHEN, WHY (Skills pract)

3)Subj/Topic: Reading Grades: 2-4
Description: Given a descriptive phrase, the student will determine who, what, when & why; stores & reports student perf.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Hartley Courseware \$35.95

SYLLABLE BREAKAWAY (Rote drill)

4)Subj/Topic: Reading Grades: 2-4
Description: An absorbing drill that reinforces syllabication process. Word list supplied or can make own list. Scoring.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Little Bee \$10.95

HOMONYM JUGGLER (Skills pract)

5)Subj/Topic: Reading Grades: 2-4
Description: Program shows sentence containing blank & juggler with words; student indicates arm with correct word; perf rept.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Little Bee \$10.95

COMPOUND WORD MATCHUP (Rote drill)

6)Subj/Topic: Reading Grades: 2-4
Description: Choosing the two correct words causes the words to "crash" together; includes scoring.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Little Bee \$10.95

ALPHABETIZING (Skills pract)

7)Subj/Topic: Reading Grades: 2-4
Description: Zipping words from 1 side to other sharpens skills in alphabetizing; 3 lists of increasing difficulty provided.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Little Bee \$10.95

ACTIVE READER-WORLD/MATURE (Skills pract)

8)Subj/Topic: Reading Grades: 2-5
Description: Series of interesting stories about natural phenomena, each req'g student participation; disk version \$67.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Orange Cherry Med \$56

TACHISTOSCOPE (Skills pract)

9)Subj/Topic: Reading Grades: 2-6
Description: Practice reading small word groups flashed on screen; 5 speeds available; performance report.
Syst(s): Atari PET
Lang/Min Hdware: BASIC; Ata 16K/PET 8K+t
Sce: Micro-Ed \$9.95

READING RACER ONE (Skills pract)

10)Subj/Topic: Reading Grades: 2-6
Description: Practice reading and comprehension of short passages; user controls speed; performance report.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

TUTORIAL COMPREHENSION (Tutorial)

11)Subj/Topic: Reading Grades: 2-6
Description: Lessons in 5 key comprehension skills; main idea, details, sequence, inference, critical reading; Apple \$798.00.

Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Random House \$699

CATCH THE RHYMING FISH (Skills pract)

12)Subj/Topic: Reading Grades: 2-5
Description: Student must catch the fish that rhymes the flashing word at top of screen.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 3K + tape
Sce: Micro-Ed \$7.95

FOTO-FLASH (Rote drill)

13)Subj/Topic: Reading Grades: 2-16
Description: Stud't types char's flashed on scrn fr/ memory; teacher can enter wrds; auto pro-/demo; perf rpt; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk132,2p]**

SYLLABLES (Skills pract)

14)Subj/Topic: Reading Grades: 2-16
Description: Timed pract in separating teacher-provided words into syllables; performance report; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk133,2p]**

HOMONYMS (Educ'l game)

15)Subj/Topic: Reading Grades: 3-6
Description: Game drills & reviews 60 sets of homonyms; tutorial, concentration, tic-tac-toe; quiz.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Teacher Supp Soft \$40
Rev's: EE 3-4/83

SEQUENCING SAM, PRIMARY GR (Skills pract)

16)Subj/Topic: Reading Grades: 3-4
Description: Stud't reads pas'ge, then sequences events read about; 2 titles ea, gr 2,3; 4 for gr 1; ea tape \$14.95; disk \$18.
Syst(s): Com 64 PET VIC-20
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Micrograms \$14.95

READING COMPREHENSION (Skills pract)

17)Subj/Topic: Reading Grades: 3-9
Description: User picks different word out of four; builds analytical skills for reading; Apple & Atari disk vers, \$23.95.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; 16K; Ap+d; others+t
Sce: Program Design Inc \$16.95
Rev's: SMW Su82(0)

SYLLABLES (Skills pract)

18)Subj/Topic: Reading Grades: 3-6
Description: Practice separating words into syllables, showing accents; teacher enters 20 words.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$20

NEWBERRY WINNERS (Skills pract)

19)Subj/Topic: Reading Grades: 3-8
Description: 15 paperback books + tapes or disks provide students exciting extension to their reading experiences.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; App+disk; others+t
Sce: Sunburst Commun's \$239

CLOZE PLUS PKG. 3 LEVELS (Skills pract)

20)Subj/Topic: Reading Grades: 3-8
Description: 20 lessons develop comprehension skills; meanings/syntax comp, vocab; perf rpt & mgt; 3 levels available @ \$150.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Milliken Publish'g \$150

DIASCRPTIVE READING (Skills pract)

21)Subj/Topic: Reading Grades: 3-8
Description: Programs diagnose reading skills, prescribe what's needed for improvement & evaluate performance.
Syst(s): Apple PET TRS-80

Lang/Min Hdware: BASIC; 16K + tape
Sce: Educat'l Activit's \$295

WHAT WAS THAT WORD? (Rote drill)

22)Subj/Topic: Reading Grades: 3-8
Description: Tachistoscope activity that exercises both sight-reading and spelling; words chosen from list created by teacher.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K+DOS3.3, Aplst
Sce: Edutek Corp. \$25
Rev's: SMW W83(-)

COMPU-READ (Rote drill)

23)Subj/Topic: Reading Grades: 3-12
Description: Strengthens reading skills; letters, words, synonyms, antonyms, and sentences; Apple/Atari disk vers'ns \$29.95.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; Ap48K+d; At32K+t
Sce: Edu-Ware Services \$19.95
Rev's: MJ W81(-); SMW Su81(0); MUN 5/82

CUB REPORTER (Skills pract)

24)Subj/Topic: Reading Grades: 3-6
Description: Provides practice in reading comprehension and memorization; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk53,5p]**
Rev's: SMW Su81(-)

DOING THINGS IN ORDER (Tutorial)

25)Subj/Topic: Reading Grades: 3-6
Description: Covers using phone, reporting fire, calling for help, chart directions, count money, pay bills, directions.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.2/3.3
Sce: BLS/Random House \$60

READ IT ALL (Tutorial)

26)Subj/Topic: Reading Grades: 3-6
Description: Covers finding facts in a story, vocabulary, read'g things in order; understand'g characters; w/ summary & test.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.2/3.3
Sce: BLS/Random House \$60

UNDERSTAND'G WHAT YOU READ (Tutorial)

27)Subj/Topic: Reading Grades: 3-6
Description: Covers recognizing words, story facts, inference, paraphrasing, understanding characters; w/ summary & test.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.2/3.3
Sce: BLS/Random House \$60

THE ORDER OF EVENTS (Tutorial)

28)Subj/Topic: Reading Grades: 3-6
Description: Covers finding word or action by inference, sentence meaning, order of story action, realism; w/summary & test.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.2/3.3
Sce: BLS/Random House \$60

READ WORDS/LETTERS/CAREFULLY (Tutorial)

29)Subj/Topic: Reading Grades: 3-6
Description: Covers finding letter in words, review, finding words in sentences; includes summary and test.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.2/3.3
Sce: BLS/Random House \$60

US'G DIRECT'NS GO PLACES (Tutorial)

30)Subj/Topic: Reading Grades: 3-6
Description: Covers right & left; north, south, east, west on map; counting in sequence; includes review/summary/test.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.2/3.3
Sce: BLS/Random House \$60

FIND'G PEOPLE, PLACES, THING (Tutorial)

31)Subj/Topic: Reading Grades: 3-6
Description: Teaches use of calendar, alphabet skills, reading bar graph, following street plan. Review, summary, test.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.2/3.3
Sce: BLS/Random House \$60

ENGLISH: Reading (CONT)

ADVENTURES AROUND WORLD (Skills pract)
 1)Subj/Topic: Reading Grades: 3-6
Description: Practice reading comprehension skills in adventure format; exercises throughout dialog; disk version \$67.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sc: Orange Cherry Med \$67
Rev's: CRC V1#1(0)

CLOZE COMPREHENSION DEVEL (Skills pract)
 2)Subj/Topic: Reading Grades: 3-6
Description: Words are deleted from reading passages, then deletions supplied by students from choices given; disk vers \$34.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sc: Orange Cherry Med \$28

FINISH THE STORY (Skills pract)
 3)Subj/Topic: Reading Grades: 3-8
Description: Stories with characters such as Buck Rogers, Columbus & Tarzan are displayed; child reads & completes, own words.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K + tape
Sc: L.I.F.E. Software \$9.95

↑USING PHONICS IN CONTEXT (Skills pract)
 4)Subj/Topic: Reading Grades: 4-6
Description: Program enables students to master phonics by practicing phonetic skills in high-interest story form.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sc: Educat'l Activit's \$149

↑READG FOR COMPREHENS SER'S (Tutorial)
 5)Subj/Topic: Reading Grades: 4-12
Description: Reinforcement exercises to improve comprehension of carefully structured story; 40 progs; backup \$25.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; AP48K/PET32K+disk
Sc: Encyclopedia Britt \$69

↑GAME POWER FOR PHONICS (Educ'l game)
 6)Subj/Topic: Reading Grades: 2-10
Description: Makes games for any structural part of a word according to student level; diag test; \$38 on disk.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K+tape; 32K + d
Sc: Spin-A-Test Co. \$28

↑GAME POWER FOR PHONICS (Educ'l game)
 7)Subj/Topic: Reading Grades: 4-12
Description: 1600 ongoing remedial reading & lang games based on individ or group needs; unique diag test; \$74 on disk.
Syst(s): Apple CP/M PET TRS-80
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sc: Spin-A-Test Co. \$70

↑SEQUENCING SAM-INTERMED GR (Skills pract)
 8)Subj/Topic: Reading Grades: 4-6
Description: Student sequences series of events read about in Oregon Trail, Long Voyage, or New World; ea tape\$14.95; disk\$18.
Syst(s): Com 64 PET VIC-20
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sc: Micrograms \$14.95

↑MR READWELL-INTERMED GRDS (Skills pract)
 9)Subj/Topic: Reading Grades: 4-6
Description: Several short reading selections&comprehen'n quest's; scan set speed; 2 titles ea gr 4,5; ea tape \$14.95; disk\$17.95.
Syst(s): Com 64 PET VIC-20
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sc: Micrograms \$14.95

READING COMPREHENS'N D-E-F (Tutorial)
 10)Subj/Topic: Reading Grades: 4-6
Description: Builds 25 skills; 12 lessons at ea of 3 levels; vocab drill, main idea preview, read'g, quest's; mgt syst; \$150/lev.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk; ptr opt1
Sc: Milliken Publish'g \$425
Rev's: EL 1-2/82(+)

HMS: STUDENT RECORDS SYST (Teacher aid)
 11)Subj/Topic: Reading Grades: 4-6
Description: (26-2508) Records student scores on High-Motiv'n Reading Ser's; requires Radio Shack MicroPILOT.
Syst(s): TRS-80
Lang/Min Hdware: PILOT; 32K Mod I + disk
Sc: Radio Shack \$29.95

C.A.R.D. 1: SENTENCES (Tutorial)
 12)Subj/Topic: Reading Grades: 4-6
Description: (26-2603) Pre-/post-tests, approx 90 lessons on sentences & more; stores and reports student performance.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K Model III+disk
Sc: Radio Shack \$199

HMS READING SERIES (Skills pract)
 13)Subj/Topic: Reading Grades: 4-6
Description: T-F & multi-choice activities to exercise comprehension of accompanying student readers; requires R/S MicroPILOT.
Syst(s): TRS-80
Lang/Min Hdware: PILOT; 32K Mod III+disk
Sc: Radio Shack \$69.95

INTERMED READ'G SKLS BLS85 (Tutorial)
 14)Subj/Topic: Reading Grades: 4-12
Description: Practice & instruction in compound words, prefixes, suffixes & uses of inference; 3 programs, 9 lessons.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sc: BLS/Random House \$663

READING COMPREHENS'N BLS80 (Tutorial)
 15)Subj/Topic: Reading Grades: 4-7
Description: Designed by Calif Test Bureau for help in mastering basic reading skills; 4 programs, 12 lessons.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sc: BLS/Random House \$612

READ'G FUN: 20,000 LEAGUES (Skills pract)
 16)Subj/Topic: Reading Grades: 4-6
Description: Includes illustrated reader, read-along audio cassette, & computer tape with spelling and vocabulary exercises.
Syst(s): TRSCol
Lang/Min Hdware: BASIC; 4K + tape
Sc: Radio Shack \$19.95

READING IS FUN: MOBY DICK (Skills pract)
 17)Subj/Topic: Reading Grades: 4-6
Description: Includes illustrated reader, read-along audio cassette, & computer tape with spelling and vocabulary exercises.
Syst(s): TRSCol
Lang/Min Hdware: BASIC; 4K + tape
Sc: Radio Shack \$19.95

RIP: BOUND OF BASKERVILLES (Skills pract)
 18)Subj/Topic: Reading Grades: 4-6
Description: Includes illustrated reader, read-along audio cassette, & computer tape with spelling and vocabulary exercises.
Syst(s): TRSCol
Lang/Min Hdware: BASIC; 4K + tape
Sc: Radio Shack \$19.95

READING IS FUN: DRACULA (Skills pract)
 19)Subj/Topic: Reading Grades: 4-6
Description: Includes illustrated reader, read-along audio cassette, & computer tape with spelling and vocabulary exercises.
Syst(s): TRSCol
Lang/Min Hdware: BASIC; 4K + tape
Sc: Radio Shack \$19.95

WORD RECOGNITION (Educ'l game)
 20)Subj/Topic: Reading Grades: 4-6
Description: Aids in developing word recognition & spelling; 3 programs to challenge even the brightest; on disk \$15.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sc: Teaching Assistant \$13.95

CRYPTO (Educ'l game)
 21)Subj/Topic: Reading Grades: 4-10
Description: Creates cryptograms; players decode them from letter and punctuation clues.
Syst(s): Apple PET TRS-80

Lang/Min Hdware: BASIC; 8K PET, 16K others
Sc: Educat'l Activit's \$15.95

SCRAMBLED LETTERS (Educ'l game)
 22)Subj/Topic: Reading Grades: 4-9
Description: Two students compete to unscramble letters to form words from spelling lesson.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 8K PET, 16K others
Sc: Educat'l Activit's \$14.95
Rev's: CC 9/80(0); TCT V8#2(0)

STRANGE ENCOUNTERS (Skills pract)
 23)Subj/Topic: Reading Grades: 4-6
Description: Stud'ts read & analyze evidence re unusual phenomena; 4 titles incl Bermuda Triangle, Bigfoot; disk vers \$67.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sc: Orange Cherry Med \$56

DICTIONARY GUIDE WORDS (Skills pract)
 24)Subj/Topic: Reading Grades: 4-8
Description: Practice identifying dictionary guide words for page containing a given word.
Syst(s): Atari PET
Lang/Min Hdware: BASIC; At16K/PET8K+tape
Sc: Micro-Ed \$9.95

↑WORD FUNCTIONS PART II (Tutorial)
 25)Subj/Topic: Reading Grades: 4-12
Description: Learn differences between look-alikes & sound-alikes; study antonyms; review test included.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K; Ap+d; PET+tord
Sc: Brain Bank \$99 [pk131,2p]**

↑WORD FUNCTIONS PART I (Tutorial)
 26)Subj/Topic: Reading Grades: 4-12
Description: Learn differences between look-alikes & sound-alikes; study homonyms & synonyms.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K; Ap+d; PET+tord
Sc: Brain Bank \$99 [pk131,2p]**

↑HOMONYMS IN CONTEXT (Skills pract)
 27)Subj/Topic: Reading Grades: 4-6
Description: For students needing to improve recognition of homonyms in sentence context; Apple \$60.00.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sc: Random House \$39
Rev's: EL 5-6/82(0)

↑COMPREHENSION (Skills pract)
 28)Subj/Topic: Reading Grades: 4-6
Description: Provides innovative drill to help learn critical reading; 4 skills: details, main idea, sequence, cause/effect.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; TRS-80 III 32K+d
Sc: Random House \$99

↑RHYMING (Skills pract)
 29)Subj/Topic: Reading Grades: 4-16
Description: Pairs of words are displayed; stud't decides if they rhyme; teacher can change wrd list; perf rept; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; PET8K/others16K+t
Sc: Schl & Home CseWar \$24.95 [pk134,2p]**

↑VIDEO SPEED READ'G TRAIN'G (Skills pract)
 30)Subj/Topic: Reading Grades: 5-12
Description: Practice in increasing reading efficiency; training in reading whole phrases at a glance.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sc: Instant Software \$14.95

CODE BREAKER (Educ'l game)
 31)Subj/Topic: Reading Grades: 5-12
Description: Three scrambled message games; easy to hard; Apple and Atari disk versions, \$23.95.
Syst(s): Apple Atari PET
Lang/Min Hdware: BASIC; PET8K/others16K+t
Sc: Program Design Inc \$16.95
Rev's: SMW Su81(-)

† This is a new entry in THE SOFTWARE FINDER. ** See Intro. and Sect. II-3.

ENGLISH: Reading (CONT)**HOW TO READ-CONTENT AREAS** (Tutorial)

1) **Subj/Topic:** Reading **Grades:** 5-8
Description: Concepts taught: Surveying, spotlighting, detecting, recalling & utilizing in Science, Social St., Math & Lit.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Educat'l Activit's \$189

GETTING SENTENCE MEANINGS (Skills pract)

2) **Subj/Topic:** Reading **Grades:** 5-10
Description: Gives 2 carefully worded sentences. Must determine if 2 sentences mean the same or have different meanings.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K/TRS32K+dsk
Sce: Data Command \$29.95

USING CONTEXT CLUES (Skills pract)

3) **Subj/Topic:** Reading **Grades:** 5-12
Description: Practice using context to determine word meaning; student picks right meaning of unfamiliar word in sentence.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K/TRS32K+dsk
Sce: Data Command \$29.95

SEEKING CAUSE AND EFFECT (Skills pract)

4) **Subj/Topic:** Reading **Grades:** 5-10
Description: Student challenged to think critically as distinguishes between cause & effect in phrases.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K/TRS32K+dsk
Sce: Data Command \$29.95

CATEGORIZING WORDS, PHRASES (Skills pract)

5) **Subj/Topic:** Reading **Grades:** 5-10
Description: Gives sets of 4 or 5 words or phrases. Must determine which does not belong in each set. Difficulty increases.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K/TRS32K+dsk
Sce: Data Command \$29.95

DETERMINING FACT & OPINION (Skills pract)

6) **Subj/Topic:** Reading **Grades:** 5-10
Description: Improve student's comprehension skills. Student given 2 sentences; must identify which is fact, which opinion.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K/TRS32K+dsk
Sce: Data Command \$29.95

HOW TO IDENTIFY MAIN IDEA (Skills pract)

7) **Subj/Topic:** Reading **Grades:** 5-12
Description: Identify main ideas in what you read; animated graphics, informative stories & guided questions for practice.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Brain Bank \$60 [pk128,5p]**

HOW TO DRAW CONCLUSIONS (Skills pract)

8) **Subj/Topic:** Reading **Grades:** 5-12
Description: Work on drawing conclusions to what you read; graphics, informative stories & guided questions for practice.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Brain Bank \$60 [pk128,5p]**

HOW TO PUT THINGS IN ORDER (Skills pract)

9) **Subj/Topic:** Reading **Grades:** 5-12
Description: Learn to put things in order when reading; graphics, informative stories & guided questions for practice.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Brain Bank \$60 [pk128,5p]**

REVIEW OF 4 BASIC SKILLS (Skills pract)

10) **Subj/Topic:** Reading **Grades:** 5-12
Description: Reviews recalling details, identifying main ideas, drawing conclusions & putting things in order when reading.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Brain Bank \$60 [pk128,5p]**

BASIC SKILLS PRACTICE A-D (Skills pract)

11) **Subj/Topic:** Reading **Grades:** 5-12
Description: Pract reasoning & research'g

w/ informative stories; graphics & guided quests; 5 stories in ea of 5 pkg, ea \$60.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Brain Bank \$60 [pk0,4p]**

HOW TO RECALL DETAILS (Skills pract)

12) **Subj/Topic:** Reading **Grades:** 5-12
Description: Recalling details for reasoning, researching & relaxing; graphics, informative stories & guided questions.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Brain Bank \$60 [pk128,5p]**

BASIC READING SKILLS (Educ'l game)

13) **Subj/Topic:** Reading **Grades:** 6-12
Description: 5 fun pract activities on vocab, spell'g, synonyms, antonyms, conson'ts, vowels, sight read; store/reprt perf; promot.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Edutek Corp. \$260

SPEED READ (Skills pract)

14) **Subj/Topic:** Reading **Grades:** 6-14
Description: Improves reading speed from current level to 1000's of words per minute.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; App48K/At16K+dsk
Sce: Optimized Syst Sft \$59.95

READING COMPREHENSION G-H-I (Tutorial)

15) **Subj/Topic:** Reading **Grades:** 7-9
Description: Builds 25 skills; 12 lessons at ea of 3 levels; vocab drill, main idea preview, read'g, quest's; mgt syst; \$150/lev.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk; ptr optl
Sce: Milliken Publish'g \$425
Rev's: EL 1-2/82(+)

SPEED READER (Tutorial)

16) **Subj/Topic:** Reading **Grades:** 7-12
Description: 10-stage exer set to improve reading; emph on speed, comprehension, memory skills - also percept'n, eye movement.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Special Deliv Soft \$70
Rev's: SMW W83(-)

WORDSKILL FOR THE MICRO (Educ'l game)

17) **Subj/Topic:** Reading **Grades:** 7-12
Description: 4 lang arts games stressing synonyms, definitions, antonyms & analogies; program available in 6 levels, gr's 7-12.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; 48K+d; TRS ModIII
Sce: Sci Research Assoc \$160

ATARI SPEED READING (Skills pract)

18) **Subj/Topic:** Reading **Grades:** 7-14
Description: Workbook materials & computer exer, timed practice sessions, 8 sets of lessons, metronome sounds to pace progress.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Atari Inc. \$74.95

THE SPEED READER II (Skills pract)

19) **Subj/Topic:** Reading **Grades:** 9-14
Description: Student practices reading development; exercises build speed & increase comprehension.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Davidson & Assoc \$69.95
Rev's: CC 12/82; IA 10/82; IW 8/82; PCA 9/82

Spelling**WORD LAUNCH** (Educ'l game)

20) **Subj/Topic:** Spelling **Grades:** K-6
Description: Students guess letters, fill in spaces, spell word; correlated to vocab of several major basals; sound/graphics.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Teacher Supp Soft \$50
Rev's: EE 3-4/83

WORD CRUNCH (Educ'l game)

21) **Subj/Topic:** Spelling **Grades:** K-6

Description: Students practice unscrambling words correlated to vocab of several major basals; sound/graphics.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Teacher Supp Soft \$50
Rev's: EE 3-4/83

IVOLCANO (Educ'l game)

22) **Subj/Topic:** Spelling **Grades:** K-6
Description: Student matches numbers and letters to spell word; correlated to vocab of major basals; sound/graphics.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Teacher Supp Soft \$50
Rev's: EE 3-4/83

SCRAMBLE (Skills pract)

23) **Subj/Topic:** Spelling **Grades:** K-3
Description: Student unscrambles words flashed on screen; 2 tapes @\$10.95; super heroes/farm animals & weekdays/numbers.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Comp Lrg Ctr Child \$10.95

WORD SCRAMBLER/SUPER SPEL'R (Educ'l game)

24) **Subj/Topic:** Spelling **Grades:** K-12
Description: Spelling drills in fun format; incl's pract on missed words, word unscrambling, scoring & use of own words.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Avant Garde Creatns \$19.95

LEARN TO SPELL (Rote drill)

25) **Subj/Topic:** Spelling **Grades:** K-16
Description: Partial word displayed; pupil adds letter to form complete word; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk51,5p]**
Rev's: SMW Su81(-)

WORD SCRAMBLER, SUPER SPEL'R (Educ'l game)

26) **Subj/Topic:** Spelling **Grades:** K-16
Description: Scrambles words for spelling practice; uses stored wrd files or user's words; drills on missed words; keeps score.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
Sce: Avant Garde Creatns \$19.95

WORD COMPLETION (Rote drill)

27) **Subj/Topic:** Spelling **Grades:** K-1
Description: Word is given, then repeated with a missing letter; child supplies the letter; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk49,5p]**

SPELLING GENIE (Educ'l game)

28) **Subj/Topic:** Spelling **Grades:** K-8
Description: Accommodates any list needed one or two may play; works against countdown clock spelling words correctly.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Atari Prog Exchnng \$22.95

WHICH LETTER IS MISSING? (Rote drill)

29) **Subj/Topic:** Spelling **Grades:** K-3
Description: Presents row of capital letters with one covered; student tries to find correct letter; summary of perform'e.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Micro-Ed \$7.95



ENGLISH: Spelling (CONT)**SPELL-BOUND** (Rote drill)

1)Subj/Topic: Spelling Grades: 1-12
Description: Drill on spelling words; multiple difficulty levels; words can be changed by teacher.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Robert Baker \$19.95

SPELLING IN CONTEXT LEV. 1 (Skills pract)

2)Subj/Topic: Spelling Grades: 1-3
Description: 28 lessons of 10 words each; most commonly used words; reviews words missed.
Syst(s): Apple Atari TRS-80 TRSCol
Lang/Min Hdwre: BASIC; TRS+t; others+dsk
Sce: Bertamax \$45.50

SPELLING IN CONTEXT LEV. 2 (Skills pract)

3)Subj/Topic: Spelling Grades: 1-3
Description: 40 lessons of 10 words each; most commonly used words; reviews words missed; TRS-80 tape vers \$49.50.
Syst(s): Apple Atari TRS-80 TRSCol
Lang/Min Hdwre: BASIC; TRS+t; others+dsk
Sce: Bertamax \$45.50

U-SPELL (Rote drill)

4)Subj/Topic: Spelling Grades: 1-12
Description: Teacher can create an audio-enhanced spelling drill; child hears sentence, sees it w/ word missing, enters wd.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; TRS16K, Ap32K+dsk
Sce: Mentor Software \$34.95

SPELLING II (Rote drill)

5)Subj/Topic: Spelling Grades: 1-6
Description: Six programs that drill the student on 60 common sight words from primary readers; student hears word in sent.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+dsk, TRS16K
Sce: Mentor Software \$59.95
Rev's: JRM V1(0)

SPELLING I (Rote drill)

6)Subj/Topic: Spelling Grades: 1-6
Description: Six programs that drill the student on 60 common primary reader problem words; child hears word in sentence.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+dsk, 16KTRS
Sce: Mentor Software \$59.95
Rev's: JRM V1(0); PM W80(+)

DO-IT-YOURSELF: SPELLING (Rote drill)

7)Subj/Topic: Spelling Grades: 1-12
Description: Create your own spelling programs with voice. Comes with list of 1950 words everyone should know by 6th gr.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Program Design Inc \$19.95
Rev's: CRC V1#1(-)

SPELL-FIND (Rote drill)

8)Subj/Topic: Spelling Grades: 1-6
Description: Computer displays word with missing letter, student types in the letter; teacher enters 20 words.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$20

LOOK 'N SPELL (Rote drill)

9)Subj/Topic: Spelling Grades: 1-6
Description: Computer flashes word on screen; student types in word after it disappears; teacher enters 20 words.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$20

CONWAR (Educ'l game)

10)Subj/Topic: Spelling Grades: 1-4
Description: Game of War; players determine the correct forms for contractions.

Syst(s): PET

Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$20

BASEBALL SPELL (Educ'l game)

11)Subj/Topic: Spelling Grades: 1-6
Description: Student progresses in baseball game by recognizing correctly spelled words.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$30

WORD FLASH (Skills pract)

12)Subj/Topic: Spelling Grades: 1-8
Description: A word is flashed, the student enters the correct spelling; multiple choice & direct entry modes; perf report.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K+dsk, Applesoft
Sce: Ideatech \$14.45

FLASH SPELLING (Rote drill)

13)Subj/Topic: Spelling Grades: 1-6
Description: Student tries to spell word flashed on screen; extra time given if necessary; teacher may add own words.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 8K PET, 16K others
Sce: Educat'l Activit's \$14.95
Rev's: CC 9/80; TCT V8#1(0)

SPELLING TUTOR (Rote drill)

14)Subj/Topic: Spelling Grades: 1-12
Description: Teacher enters word list to be presented; program presents words, records/repts stud't scores; on disk \$12.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Cove View Press \$9.95

SPELLING "TOODER" (Rote drill)

15)Subj/Topic: Spelling Grades: 1-12
Description: Teacher enters word groups student chooses correct form; program records stud't name & scores; on disk \$12.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Cove View Press \$7.95

MAGIC SPELLS (Educ'l game)

16)Subj/Topic: Spelling Grades: 1-8
Description: Spelling drill in game format; positive reinforcement, music & colorful graphics; vocabulary can be changed.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
Sce: The Learning Co. \$45
Rev's: SMW W83(0)

SPELLING PACKAGE (Rote drill)

17)Subj/Topic: Spelling Grades: 1-12
Description: Drills on teacher-entered spelling words given by audio tape recorder under computer control.
Syst(s): Apple PET CBM
Lang/Min Hdwre: BASIC; PET8K+t/Ap32K+dsk
Sce: Teaching Tools \$99.95
Rev's: SMW W82(+); EL V2#3(+)

THE SPELLING PROGRAM (Skills pract)

18)Subj/Topic: Spelling Grades: 1-12
Description: Includes 5 basic spelling rules tutorials, drill exercises & many extra languages skills; Apple version: \$230.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap48K+dsk/PET8K+t
Sce: Sled Software \$199

SPELLBOUND (Rote drill)

19)Subj/Topic: Spelling Grades: 1-6
Description: Shows word for study, then flashes for student to spell; use own words or those on one of 8 tapes (\$5 ea).
Syst(s): Atari
Lang/Min Hdwre: BASIC; 24K + tape
Sce: T.H.E.S.I.S. \$20

CUSTOMIZED FLASH SPELLING (Rote drill)

20)Subj/Topic: Spelling Grades: 1-12
Description: Gives format for spelling practice; teacher can customize spelling tests to meet stud't needs; on disk \$34.50.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; App48K+d/TRS16K+t
Sce: Random House \$24.50
Rev's: ET 6/82(+)

THE SPELLING MACHINE (Skills pract)

21)Subj/Topic: Spelling Grades: 1-6
Description: Tailored drills from 700-wrd base or teacher-selected wrds; color grafx & sound; game reinforcers; recd/rept perf.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3, Aplst
Sce: SouthWest EdPsych \$49.95
Rev's: SMW W82(+)

HIDDEN WORDS (Educ'l game)

22)Subj/Topic: Spelling Grades: 1-8
Description: Player(s) race to find frequently misspelled words in letter jumble on screen; 1 or 2 players; 4 levels.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 24K, tape, joystiks
Sce: T.H.E.S.I.S. \$17.50

SPELLING SORCERY (Educ'l game)

23)Subj/Topic: Spelling Grades: 1-12
Description: 3 exciting color graphics programs which use a game format to make spelling fun.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+ disk
Sce: SouthWest EdPsych \$29.95

WORDS FOR THE WISE (Skills pract)

24)Subj/Topic: Spelling Grades: 1-6
Description: 5 different spel'g exer's; 1000 words w/ grade key or use own; grafx; also sound if amp.; Mod3 2-dsk sys \$34.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III, tape
Sce: TYC Software \$24.95

SPELL IT (Rote drill)

25)Subj/Topic: Spelling Grades: 1-8
Description: Words given orally, program checks and stores errors, any words can be used.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk, CCD
Sce: Hartley Courseware \$26.95

†RHYMES AND RIDDLES (Educ'l game)

26)Subj/Topic: Spelling Grades: 1-4
Description: Letter guessing game in 3 formats: jokes & riddles, nursery rhymes; & famous sayings; fill in blank spaces.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; Ap48K+d, At 48K+d
Sce: Spinnaker Software \$29.95

†CUSTOMIZED "FLASH"SPELLING (Rote drill)

27)Subj/Topic: Spelling Grades: 1-12
Description: Flash card format to improve spelling from list of frequently used wrds or wrds entered to fit curriculum; Ap\$34.50.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Random House \$24
Rev's: ET 6/82(+)

†MONKEY SEE, MONKEY SPELL (Educ'l game)

28)Subj/Topic: Spelling Grades: 1-6
Description: Teaches object recognition & spelling; progressively more difficult levels, random letter game.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+ disk or tape
Sce: Hayden Book Co. \$34.95

HANGMAN (Educ'l game)

29)Subj/Topic: Spelling Grades: 2-7
Description: Pupil tries to identify word by guessing letters; each wrong guess adds to a man on the gallows; 3 diffc levels.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Atari Inc. \$14.95
Rev's: PM Su80(-)

SPELLING IN CONTEXT LEV. 3 (Skills pract)

30)Subj/Topic: Spelling Grades: 2-4
Description: 40 lessons of 15 words each; most commonly used words; reviews words missed; TRS-80 tape version \$79.50.
Syst(s): Apple Atari TRS-80 TRSCol
Lang/Min Hdwre: BASIC; TRS+t; others+dsk
Sce: Bertamax \$49.50

† This is a new entry in THE SOFTWARE FINDER.

ENGLISH: Spelling (CONT)**EXACTOSPELL** (Rote drill)

1)Subj/Topic: Spelling Grades: 2-10
Description: Individual remedial program, student has own tape, adds words difficult to him or her, can see progress made.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
See: Comalador \$20

LET'S SPELL (Rote drill)

2)Subj/Topic: Spelling Grades: 2-4
Description: Uses sound, voice, & animation to teach 90 second-grade words; includes review & performance check.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
See: Program Design Inc \$16.95
Rev's: PM Su81(+)

CONTRACTION (Educ'l game)

3)Subj/Topic: Spelling Grades: 2-4
Description: Race game for two players who enter contractions for given pairs of words.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
See: Project COMCAL \$10

SPELLING TEST (Rote drill)

4)Subj/Topic: Spelling Grades: 2-8
Description: The student is shown a word and asked to spell it after it disappears.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K + tape
See: Compuware \$11.95 [pk46,4p]**

MOTHER GOOSE RHYMES (Skills pract)

5)Subj/Topic: Spelling Grades: 2-6
Description: Practice spelling and memorization in Mother Goose rhymes; uses color graphics and sound.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
See: George Earl \$24.95

STEPS TO SPELL 'G-BREAKTHRU (Rote drill)

6)Subj/Topic: Spelling Grades: 2-12
Description: Words misspelled by 50% of 2nd, 3rd & 4th graders are studied.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
See: Comp Cseware Svcs \$96

SPELLING STRATEGY (Skills pract)

7)Subj/Topic: Spelling Grades: 2-8
Description: Spelling drill using special "mind's eye" technique to help recall was learned; w/ sound,color; can change words.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3,Aplstf
See: Behavioral Engin'g \$45
Rev's: IW 6/82(+); SMW W83(+)

SPELLING (Rote drill)

8)Subj/Topic: Spelling Grades: 2-6
Description: Computer used as a tachistoscope to teach spelling; diffc levels selectable by teacher;includes Spelling Bee.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
See: Orange Cherry Med \$28

PEEK 'H' SPELL (Rote drill)

9)Subj/Topic: Spelling Grades: 2-6
Description: Word drill with display time set by user (flash cards); new word lists can be created & stored on tape.
Syst(s): TRSCol
Lang/Min Hdwre: BASIC; 16K + tape
See: Color Sftwe Svcs \$12.95

HAPPY FACE (Educ'l game)

10)Subj/Topic: Spelling Grades: 2-6
Description: 4 games using Hangman format in guessing words & simple phrases: Spel'g Wrds,Riddles,Famous Say'gs,Nursery Rhymes.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3,Aplstf
See: Cross Educatl Soft \$15

SPE-L (Educ'l game)

11)Subj/Topic: Spelling Grades: 2-4
Description: Spelling game which randomly

leaves out one letter of word for child to fill in.

Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
See: Mercer Systems \$5.95

LISTEN & SPELL WH-TH WORDS (Skills pract)

12)Subj/Topic: Spelling Grades: 2-4
Description: Pract on wh & th words given orally from cassette; student completes blank in sentence on screen.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
See: Little Bee \$10.95

WORDS IN CONTEXT SPEL'G A (Skills pract)

13)Subj/Topic: Spelling Grades: 2
Description: Shows words, then asks for words to complete sentences; long & short vowel words,etc.; perf report; 7 tapes.
Syst(s): Apple Atari PET TRSCol
Lang/Min Hdwre: BASIC; Ap/Col+d/At/PET+t
See: Micro-Ed \$49.95

SPEL'G DEMONS;COMP SP DOWN (Rote drill)

14)Subj/Topic: Spelling Grades: 2-9
Description: Drill on 100 most commonly misspelled words for each grade;10 words a lesson, 6 levels of difficulty; Ap \$84.00.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
See: Random House \$72

HANG IT (Educ'l game)

15)Subj/Topic: Spelling Grades: 2-6
Description: Form of Hangman; player must guess the word & spell it correctly.
Syst(s): TRSCol
Lang/Min Hdwre: BASIC; 4K + tape
See: Color Sftwe Svcs \$7.95

EXTRA PRACTICE SPELL'G G-2 (Rote drill)

16)Subj/Topic: Spelling Grades: 2-3
Description: For students needing extra work on skills; 36 lessons; continuous drill till word is learned; vowels.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; VIC 5K + tape
See: Micro-Ed \$49.95

WORD GUESS SPELL'G SER'S A (Educ'l game)

17)Subj/Topic: Spelling Grades: 2-3
Description: To supplement classroom instruction; for students average or above; 36 lessons working with vowels.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; VIC 5K + tape
See: Micro-Ed \$49.95

STUMPED (HANGMAN) (Educ'l game)

18)Subj/Topic: Spelling Grades: 2-6
Description: Practice in spelling in hangman format; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape or disk
See: H.E.L. Laborator's \$11.95

CAPITALIZATION/PUNCTUATION (Tutorial)

19)Subj/Topic: Spelling Grades: 2-3
Description: Provides principles of sentence start & end; capitals, periods, question marks; game follows; on disk \$15.
Syst(s): Apple
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
See: Right On Programs \$13

SPELLING AID LEVELS 3 & 4 (Rote drill)

20)Subj/Topic: Spelling Grades: 2-5
Description: Spelling practice; 5 words displayed, then shown with random letters missing; errors shown after 25 tries.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
See: Athena Software \$7.95

ELEMENTARY SPELLING (Skills pract)

21)Subj/Topic: Spelling Grades: 2-6
Description: Stud'ts introduced to keyboard; spelling words are provided at appropriate level for practice.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K+ disk or tape
See: Edco \$25

FINISH THE WORD (Test genrat)

22)Subj/Topic: Spelling Grades: 3-6

Description: Ten spelling tests of ten words each; keeps track of test scores; makes audio responses.

Syst(s): PET
Lang/Min Hdwre: BASIC; 16K + tape
See: L.I.F.E. Software \$9.95

SPELLING-DRILL (Rote drill)

23)Subj/Topic: Spelling Grades: 3-12
Description: User enters words; program flashes words to drill spelling; adjustable display time.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
See: Basics & Beyond \$24.95 [pk14,30p]**
Rev's: CC 9/80; ET 3/82(0)

CLIFFHANGER (Educ'l game)

24)Subj/Topic: Spelling Grades: 3-10
Description: Two players alternate entering and guessing words; like Hangman but performance is scored.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
See: Basics & Beyond \$29.95 [pk16,20p]**

SPELLING CONTEXT LEV. 4 (Skills pract)

25)Subj/Topic: Spelling Grades: 3-5
Description: 40 lessons of 20 words each; most commonly used words; reviews words missed; TRS-80 tape version \$89.50.
Syst(s): Apple Atari TRS-80 TRSCol
Lang/Min Hdwre: BASIC; TRS+t; others+dsk
See: Bertamax \$59.50

SPELLING RULES (Tutorial)

26)Subj/Topic: Spelling Grades: 3-10
Description: Instruction and practice on six most common spelling rules; exercises in game form.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
See: Micro Power & Light \$29.95
Rev's: SMW W82(+); JRM V1(0)

SPELLING BEE (Rote drill)

27)Subj/Topic: Spelling Grades: 3-10
Description: The computer flashes a word for a set interval, the user types it; words easily changed; disk version \$10.95.
Syst(s): CBM PET
Lang/Min Hdwre: BASIC; 8K + tape
See: Teacher's Pet \$7.95 [pk13,2p]**

ABAGELS (Educ'l game)

28)Subj/Topic: Spelling Grades: 3-9
Description: User guesses letters in short words based on logical clues.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K Mod/III,tape
See: Project LOCAL Soft \$10.95 [pk5,5p]**

HANGMAN & SCRAMBLE (Skills pract)

29)Subj/Topic: Spelling Grades: 3-12
Description: For handicapped, non-typing children, uses simple input; teacher sets vocabulary; disk \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
See: E. David & Assoc. \$19.95

TIME BOMB (Educ'l game)

30)Subj/Topic: Spelling Grades: 3-8
Description: Version of Hangman in which wrong guesses shorten the fuse on a large bomb; dsk vers (\$23.95) allows wrd change.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t/d;BAS crtdg
See: Program Design Inc \$16.95

CONTRACTIONS (Skills pract)

31)Subj/Topic: Spelling Grades: 3-5
Description: Causing 2 words to "crash" together forming contraction provides for recognizing & spelling contractions.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
See: Little Bee \$10.95

ENGLISH: Spelling (CONT)**MISSPELL** (Rote drill)

1)Subj/Topic: Spelling Grades: 3-6
Description: Designed to help students with spelling errors while reading story; errors created at random.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; 8K+tape/VIC 5K+t
See: Comm*Data Comp Hse \$9.95

HANGMAN (Educ'l game)

2)Subj/Topic: Spelling Grades: 3-9
Description: Spelling game; words in data statements can be changed; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
See: Jensen Software \$12.95 [pk54,5p]**

TEST YOUR SPELLING (Rote drill)

3)Subj/Topic: Spelling Grades: 3-8
Description: Student chooses the one word out of a set which is correctly spelled; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
See: Jensen Software \$19.95 [pk53,5p]**

WORDS IN CONTEXT SPEL'G B (Skills pract)

4)Subj/Topic: Spelling Grades: 3
Description: Shows words, then asks for words to complete sentences; words are approp for gr 3; reports perf; 7 tapes.
Syst(s): Apple Atari PET TRSCol
Lang/Min Hdware: BASIC; Ap/Col+d/At/PET+t
See: Micro-Ed \$49.95

FLORAL NOUNS (Skills pract)

5)Subj/Topic: Spelling Grades: 3-6
Description: Student after studying the included rules for forming plurals must give the plural form of the given nouns.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 3K + tape
See: Micro-Ed \$7.95

EXTRA PRACTICE SPELL'G G-3 (Rote drill)

6)Subj/Topic: Spelling Grades: 3-4
Description: For students needing extra work on skills; 36 lessons; continuous drill till word is learned; vowels, r, c, s, y.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
See: Micro-Ed \$49.95

WORD GUESS SPELL'G SER'S B (Educ'l game)

7)Subj/Topic: Spelling Grades: 3-4
Description: To supplement classroom instruction; for students average or above; short/long vowel, r, c, s, y, l sounds.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
See: Micro-Ed \$49.95

SPELLING (Rote drill)

8)Subj/Topic: Spelling Grades: 3-9
Description: Teaches & drills spelling skills in variety of quiz formats; 3 level difficulty; grading & teacher guide.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+ tape or disk
See: Concept Educ'l Sft \$35

WHOLE BRAIN SPELLING (Skills pract)

9)Subj/Topic: Spelling Grades: 3-12
Description: Designed to help student develop internal visualization skills for improving spelling.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk
See: Sublogic \$34.95
Rev's: ET 9/82(+)

WORD ZAPPER SERIES (Tutorial)

10)Subj/Topic: Spelling Grades: 3-5
Description: 6 programs ea give lesson & spelling drill on over 200 words; ea prog \$14.95(t)/\$17.95(d); all 6 programs \$89.70.
Syst(s): Com 64 PET VIC-20
Lang/Min Hdware: BASIC; 16K+ tape or disk
See: Micrograms \$14.95

SPELLING IN CONTEXT LEV. 5 (Skills pract)

11)Subj/Topic: Spelling Grades: 4-6

Description: 40 lessons of 20 words each; most commonly used words; reviews words missed; TRS-80 tape version \$89.50.

Syst(s): Apple Atari TRS-80 TRSCol
Lang/Min Hdware: BASIC; TRS+t; others+dsk
See: Bertamax \$59.50

WORD (Educ'l game)

12)Subj/Topic: Spelling Grades: 4-8
Description: Student tries to guess computer's word; if wrong, computer tells no. & position(s) of any correct letters.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
See: Compuware \$11.95 [pk28,5p]**

SPELLTRONICS (Skills pract)

13)Subj/Topic: Spelling Grades: 4-9
Description: Systematic approach utilizing letter cloze technique to reinforce correct spelling & visual memory.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
See: Educat'l Activit's \$59

CONTRACTIONS (Skills pract)

14)Subj/Topic: Spelling Grades: 4-9
Description: Text material and examples are given, then exercises on usage of contractions; two cassettes.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 8K PET, 16K others
See: Educat'l Activit's \$39.95

COMPU-SPELL (Rote drill)

15)Subj/Topic: Spelling Grades: 4-12
Description: Teaches spell'g via positive reinforcement; monitors/updates learner's progress; hi-res text/grafx; data disks \$20.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
See: Edu-Ware Services \$29.95
Rev's: ET 10/81(+); SMW Su81(0); JCR V1(0)

TANK TACTICS (Educ'l game)

16)Subj/Topic: Spelling Grades: 4-8
Description: Gain proficiency in correct formation of plural endings. Difficulty of words increases as session progresses.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K/TRS32K+dsk
See: Data Command \$29.95

SPELLING - GRADE 4 (Rote drill)

17)Subj/Topic: Spelling Grades: 4-8
Description: Practice spelling some of the words most frequently misspelled at the 4th grade level; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
See: Jensen Software \$19.95 [pk54,5p]**

SPELLING - GRADE 5 (Rote drill)

18)Subj/Topic: Spelling Grades: 4-8
Description: Practice spelling some words which are often misspelled at the fifth grade level; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
See: Jensen Software \$19.95 [pk54,5p]**

WORDS IN CONTEXT SPEL'G C (Skills pract)

19)Subj/Topic: Spelling Grades: 4
Description: Shows words, then asks for words to complete sentences; are appropriate for grade 4; reports perfor.; 7 tapes.
Syst(s): Apple Atari PET TRSCol
Lang/Min Hdware: BASIC; Ap/Col+d/At/PET+t
See: Micro-Ed \$49.95

SPELLING DEMONS (Rote drill)

20)Subj/Topic: Spelling Grades: 4-12
Description: 9600 wds in units of 100; editing prog lets teacher change wds; stores & reports perf'nc; PET version \$400.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; PET+t, d; Apple+d
See: L.I.F.E. Software \$150

HANGMAN (Educ'l game)

21)Subj/Topic: Spelling Grades: 4-8
Description: Guess hidden word; 7 guesses to get it right or you will hang; some easy & some very hard words included.
Syst(s): TRS-80

Lang/Min Hdware: BASIC; 16K + tape
See: Aquarius Publish's \$14.95

EXTRA PRACTICE SPELL'G G-4 (Rote drill)

22)Subj/Topic: Spelling Grades: 4-5
Description: For students needing extra work on skills; 36 lessons; continuous drill till word is learned; vowel work.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
See: Micro-Ed \$49.95

WORD GUESS SPELL'G SER'S C (Educ'l game)

23)Subj/Topic: Spelling Grades: 4-5
Description: To supplement classroom instruction; for students average or above; more vowels, irregularly spelled words.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
See: Micro-Ed \$49.95

SPELLING AID LEVEL 5 & 6 (Rote drill)

24)Subj/Topic: Spelling Grades: 4-7
Description: Spelling practice; 5 words displayed, then shown with random letters missing; errors shown after 25 tries.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; 5K + tape
See: Athena Software \$7.95

SPELLING IN CONTEXT LEV. 6 (Skills pract)

25)Subj/Topic: Spelling Grades: 5-7
Description: 40 lessons of 20 words each; most commonly used words; reviews words missed; TRS-80 tape version \$89.50.
Syst(s): Apple Atari TRS-80 TRSCol
Lang/Min Hdware: BASIC; TRS+t; others+dsk
See: Bertamax \$69.50

WORDS IN CONTEXT SPEL'G D (Skills pract)

26)Subj/Topic: Spelling Grades: 5
Description: Shows words, then asks for words to complete sentences; are appropriate for grade 5; reports perfor.; 7 tapes.
Syst(s): Apple Atari PET TRSCol
Lang/Min Hdware: BASIC; Ap/Col+d/At/PET+t
See: Micro-Ed \$49.95

PUNCTUAT'N & CAPITALIZAT'N (Skills pract)

27)Subj/Topic: Spelling Grades: 5-10
Description: Computer explains & provides practice on punctuat'n & capitalizat'n; for one, groups or classroom; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
See: Aquarius Publish's \$24.95

EXTRA PRACTICE SPELL'G G-5 (Rote drill)

28)Subj/Topic: Spelling Grades: 5-6
Description: For students needing extra work on skills; 36 lessons; continuous drill till word is learned; compound words.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
See: Micro-Ed \$49.95

WORD GUESS SPELL'G SER'S D (Educ'l game)

29)Subj/Topic: Spelling Grades: 5-6
Description: To supplement classroom instruction; for students average or above; compound words, vowel-consonant-vowel.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
See: Micro-Ed \$49.95

STEPS TO SPELLING BRKTHRU 2 (Skills pract)

30)Subj/Topic: Spelling Grades: 5-12
Description: Students study words misspelled by 50% of 5th and 6th graders.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K/TRS32K+dsk
See: Comp Cseware Srves \$96

CAPITALIZATION (Tutorial)

31)Subj/Topic: Spelling Grades: 5-12
Description: Introduction to 12 rules of English capitalization; optional model mastery worksheet provided.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
See: Instant Software \$24.95
Rev's: ET 10/82(0)

ENGLISH: Spelling (CONT)**SPELLING IN CONTEXT LEV. 7** (Skills pract)

1) **Subj/Topic:** Spelling **Grades:** 6-8
Description: 40 lessons of 20 words each; most commonly used words; reviews words missed; TRS-80 tape version \$99.50.
Syst(s): Apple Atari TRS-80 TRSCol
Lang/Min Hdware: BASIC; TRS+t; others+dsk
Sce: Bertamax \$79.50

WORDS IN CONTEXT SPEL'G E (Skills pract)

2) **Subj/Topic:** Spelling **Grades:** 6
Description: Shows words, then asks for words to complete sentences; are appropriate for grade 6; reports perfor.; 7 tapes.
Syst(s): Apple Atari PET TRSCol
Lang/Min Hdware: BASIC; Ap/Col+d; At/PET+t
Sce: Micro-Ed \$49.95

†EXTRA PRACTICE SPELL'G G-6 (Rote drill)

3) **Subj/Topic:** Spelling **Grades:** 6-7
Description: For students needing extra work on skills, 36 lessons; continuous drill till word is learned; 4-syll words.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Micro-Ed \$49.95

†WORD GUESS SPELL'G SER'S E (Educ'l game)

4) **Subj/Topic:** Spelling **Grades:** 6-7
Description: To supplement classroom instruction; for students average or above; prefixes, suffixes & 4-syllable words.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Micro-Ed \$49.95

†SPELLING BREAKTHROUGH (Skills pract)

5) **Subj/Topic:** Spelling **Grades:** 6-12
Description: Students study words misspelled by high ability students.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: Comp Cseware Svcs \$96

†SPELLING AID LEVEL 7 & 8 (Rote drill)

6) **Subj/Topic:** Spelling **Grades:** 6-9
Description: Spelling practice; 5 words displayed, then shown with random letters missing; errors shown after 25 tries.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; 5K + tape
Sce: Athena Software \$7.95

CONTRACTIONS (Tutorial)

7) **Subj/Topic:** Spelling **Grades:** 7-9
Description: A tutorial on contractions. Includes detailed explanations with examples and drills.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Micro Learningware \$7.95

SPELLING - GRADE 7 (Rote drill)

8) **Subj/Topic:** Spelling **Grades:** 7
Description: User chooses which of five words is misspelled; includes drills and quiz; 60 words per tape; 10 tapes, \$20 ea.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K, tape
Sce: Microphys \$20

†SPELLING-REVIEW (Rote drill)

9) **Subj/Topic:** Spelling **Grades:** 7-12
Description: Flash-word drill on often misspelled words; 800 words, 3 difficulty levels.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III, tape
Sce: Basics & Beyond \$24.95 [pk14,30p]**
Rev's: CC 9/80; ET 3/82(0)

SPELLING IN CONTEXT LEV. 8 (Skills pract)

10) **Subj/Topic:** Spelling **Grades:** 7-9
Description: 40 lessons of 20 words each; most commonly used words; reviews words missed; TRS-80 tape version \$119.50.
Syst(s): Apple Atari TRS-80 TRSCol
Lang/Min Hdware: BASIC; TRS+t; others+dsk
Sce: Bertamax \$89.50

SPELLING BUILDER (Tutorial)

11) **Subj/Topic:** Spelling **Grades:** 7-12
Description: Instruct'n & pract on spell-

ing; includes final test; 8 prog's & audio tape; Apple & Atari disk versions \$26.50.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; 16K; Ap+d; others+t
Sce: Program Design Inc \$19.95

SPELLING RULES (Tutorial)

12) **Subj/Topic:** Spelling **Grades:** 7-9
Description: Tutorial covering spelling rules. Numerous examples, user selected drills.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Micro Learningware \$7.95

†STEPS TO SPELLING BREAKTHRU 3 (Skills pract)

13) **Subj/Topic:** Spelling **Grades:** 7-12
Description: Students study words misspelled by 50% of 7th and 8th graders.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: Comp Cseware Svcs \$96

†SPELLING I (Tutorial)

14) **Subj/Topic:** Spelling **Grades:** 7-12
Description: Reviews exceptions to spelling rules; ie or ei, demons & nastie demons; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

†SPELLING II (Tutorial)

15) **Subj/Topic:** Spelling **Grades:** 7-12
Description: Reviews spelling rules; plurals, homonyms, possessives and endings; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

†JUNIOR HIGH SPELLING (Skills pract)

16) **Subj/Topic:** Spelling **Grades:** 7-9
Description: Students introduced to keyboard; spelling words are provided at appropriate level for practice.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K+ disk or tape
Sce: Edco \$25

SPELLING (Skills pract)

17) **Subj/Topic:** Spelling **Grades:** 8-12
Description: Review course; covers plurals, suffixes, homonyms, spel'g by syllables, etc.; req's Educ'l Master Cartridge.
Syst(s): Atari
Lang/Min Hdware: BASIC; 8K + tape
Sce: Atari Inc. \$29.95

SPELLING - GRADE 8 (Rote drill)

18) **Subj/Topic:** Spelling **Grades:** 8
Description: User chooses which of five words is misspelled; includes drill, quiz; 60 words per tape; 10 tapes, \$20 each.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K, tape
Sce: Microphys \$20

SPELLING - GRADE 9 (Rote drill)

19) **Subj/Topic:** Spelling **Grades:** 7-9
Description: User chooses which of five words is misspelled; includes drills and quiz; 60 words per tape; 10 tapes, \$20 ea.
Syst(s): TRS-80 CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K, tape
Sce: Microphys \$20

†SPELLING-BEE (Educ'l game)

20) **Subj/Topic:** Spelling **Grades:** 9-12
Description: Two players compete to spell words given phonetically; words chosen to extend an already firm general vocabulary.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III, tape
Sce: Basics & Beyond \$24.95 [pk15,20p]**
Rev's: ET 3/82(0)

SPELLING - GRADE 10 (Rote drill)

21) **Subj/Topic:** Spelling **Grades:** 10
Description: User chooses which of five words is misspelled; includes drills, quiz; 60 words per tape; 10 tapes, \$20 ea.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K, tape
Sce: Microphys \$20

READING COMPREHENS'N J-K-L (Tutorial)

22) **Subj/Topic:** Spelling **Grades:** 10-12
Description: Builds 25 skills; 12 lessons at ea of 3 levels; vocab drill, main idea preview, read'g, quest's; mgt syst; \$150/lev.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk; ptr optl
Sce: Milliken Publish'g \$425
Rev's: EL 1-2/82(+)

†SENIOR HIGH SPELLING (Rote drill)

23) **Subj/Topic:** Spelling **Grades:** 10-12
Description: Students increase spelling skills & practice on keyboard; words for high school level.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K+ disk or tape
Sce: Edco \$25

SPELLING - GRADE 11 (Rote drill)

24) **Subj/Topic:** Spelling **Grades:** 11
Description: User chooses which of five words is misspelled; includes drills, quiz; 60 words per tape; 10 tapes, \$20 ea.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K, tape
Sce: Microphys \$20

SPELLING - GRADE 12 (Rote drill)

25) **Subj/Topic:** Spelling **Grades:** 12
Description: User chooses which of five words is misspelled; includes drills and quiz; 60 words per tape; 10 tapes, \$20 ea.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K, tape
Sce: Microphys \$20

Vocabulary**FOLDIE I** (Skills pract)

26) **Subj/Topic:** Vocabulary **Grades:** K-3
Description: Gives practice with directional concepts such as left-right, up-down, on-off, top-bottom, etc.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$30

FOLDIE II (Skills pract)

27) **Subj/Topic:** Vocabulary **Grades:** K-3
Description: Practice working with the concepts of time, comparisons, top-middle-bottom, and addition.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$30

SPATIAL RELATIONS (Skills pract)

28) **Subj/Topic:** Vocabulary **Grades:** K-1
Description: Helps child learn words indicating size & placement, e.g., big/small, tall/short, right/left, over/under, etc.
Syst(s): Atari
Lang/Min Hdware: BASIC; 24K, tape, joystick
Sce: T.H.E.S.I.S. \$17.50

LEARN MORE WORDS (Rote drill)

29) **Subj/Topic:** Vocabulary **Grades:** K-4
Description: Child matches picture on accompanying sheet to displayed word; intermed. difficulty; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk51,5p]**

WORD RECOGNITION (Skills pract)

30) **Subj/Topic:** Vocabulary **Grades:** K-1
Description: Given a word, the child must pick the same word from a set of three; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk49,5p]**

SOUNDS LIKE (Skills pract)

31) **Subj/Topic:** Vocabulary **Grades:** K-4
Description: Practice with words which sound alike but are spelled differently; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk51,5p]**

ENGLISH: Vocabulary (CONT)

ALEXANDER THE GREAT (Educ'l game)

1)Subj/Topic: Vocabulary Grades: K-8
Description: Fantasy game; student gets clues based on speed/accuracy in answering vocabulary quest's; multiple diff levels.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: Krell Software \$39.95

THE HANGMAN KIT (Educ'l game)

2)Subj/Topic: Vocabulary Grades: K-12
Description: Consists of 24 programs on 12 tapes. Each program has lists of words according to grade level.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: L.I.F.E. Software \$89.95

†THEIR WORLD II (Tutorial)

3)Subj/Topic: Vocabulary Grades: K-6
Description: Vocabulary building on furniture, animals, insects & transportation; disk lesson, accompanying books & games.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.3or 3.2
Sce: Aquarius Publish's \$34.95

†THEIR WORLD I (Tutorial)

4)Subj/Topic: Vocabulary Grades: K-6
Description: Toys, clothes, and food are subjects for vocabulary building; disk lesson, accompanying books & games.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.3or 3.2
Sce: Aquarius Publish's \$34.95

†THEIR WORLD IV (Tutorial)

5)Subj/Topic: Vocabulary Grades: K-6
Description: About us, what are they doing? Subjects for vocabulary building; disk lesson, accompanying books & games.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.3or 3.2
Sce: Aquarius Publish's \$34.95

†THEIR WORLD V (Skills pract)

6)Subj/Topic: Vocabulary Grades: K-6
Description: Colors and numbers are subjects for vocabulary building; disk lesson with accompanying books & games.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.3or 3.2
Sce: Aquarius Publish's \$34.95

†WORD MEMORY (Educ'l game)

7)Subj/Topic: Vocabulary Grades: K-6
Description: Student must remember 1-5 words in sequence from list correlated to vocab of sev'rl major basals; sound/graph.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Teacher Supp Soft \$50
Rev's: EE 3-4/83

CONCENT SYAM (Educ'l game)

8)Subj/Topic: Vocabulary Grades: 1-6
Description: Game of Concentration with synonyms and antonyms; two players; three difficulty levels.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$30

JUMBLE RACE (Educ'l game)

9)Subj/Topic: Vocabulary Grades: 1-6
Description: Student progresses in car race by unscrambling letters to form words; teacher supplies words.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$30

TIC JUMBLE (Educ'l game)

10)Subj/Topic: Vocabulary Grades: 1-6
Description: Two player; progress in Tic Tac Toe by unscrambling words; teacher provides 20 words.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$30

WORDMAKER (Educ'l game)

11)Subj/Topic: Vocabulary Grades: 1-12

Description: 1 or 2 players enter as many 3-4-letter words as possible in time given; prog checks spellings, scores perf'nce.
Syst(s): Atari
Lang/Min Hdware: BASIC; 32K+t/40K+d; joyst
Sce: Atari Prog Exchnng \$22.95

VISUAL VOCAB (Concept demo)

12)Subj/Topic: Vocabulary Grades: 1-6
Description: 2 study + 2 evaluation prog. develop understanding of adjectives by 26 concepts in 12 levels; used with 27 nouns.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Merry Bee Commun's \$29.95

VOCABULARY - ELEMENTARY (Rote drill)

13)Subj/Topic: Vocabulary Grades: 1-4
Description: 63 word lessons with voice stimulus, easy addition of new lessons; stores and reports student performance.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk, CCD
Sce: Hartley Courseware \$64.95

VOCABULARY - DOLCH (Rote drill)

14)Subj/Topic: Vocabulary Grades: 1-3
Description: Dolch words for grades 1-3 with voice stimulus; easy addition of new lessons; student management disk.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk, CCD
Sce: Hartley Courseware \$39.95

WORD FAMILIES (Skills pract)

15)Subj/Topic: Vocabulary Grades: 1-4
Description: Practice completing words in families; initial/final consonant, medial vowel; student management disk.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Hartley Courseware \$29.95
Rev's: CC 3/82(0); SMW W82(0); SMW Su81(+)

ANTONYM MACHINE (Rote drill)

16)Subj/Topic: Vocabulary Grades: 1-6
Description: Computer presents word, student is asked to give its antonym; 20 words out of 50 ea lesson; reports perf.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

HOMONYM MACHINE (Rote drill)

17)Subj/Topic: Vocabulary Grades: 1-8
Description: Computer gives a word, the student is asked for its homonym; 20 words out of 50 each lesson; reports perform'nc.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tpae
Sce: Micro-Ed \$7.95

HANGMAN (Educ'l game)

18)Subj/Topic: Vocabulary Grades: 1-8
Description: Word guessing game; can substitute any set of words.
Syst(s): PET TRS-80
Lang/Min Hdware: BASIC; 8K PET, 16K TRS
Sce: Micro Learningware \$7.95

STUDENT WORD STUDY (Rote drill)

19)Subj/Topic: Vocabulary Grades: 2-6
Description: Pract spelling words & new vocabulary; stud'ts make sentences using words, leaving blank where word should be.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K App+Applesoft
Sce: Hartley Courseware \$29.95

VOCABULARY QUIZ (Educ'l game)

20)Subj/Topic: Vocabulary Grades: 2-12
Description: Improve vocabulary while having fun; vocabulary comes from list of teacher selected wrds; stores/reprts perf.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Edutek Corp. \$25

COMPOUND WORD MATCHUP (Skills pract)

21)Subj/Topic: Vocabulary Grades: 2-4
Description: Given two word lists, student indicates pairs to make compounds; if correct, words crash together; perf rep.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Little Bee \$10.95

THANKSGIVING CROSSWORD (Educ'l game)

22)Subj/Topic: Vocabulary Grades: 2-4
Description: Fun way to learn common words associated with Thanksgiving, can be used in 1st grade with displayed wordlist.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Little Bee \$8

WORDSWORTH (Educ'l game)

23)Subj/Topic: Vocabulary Grades: 2-12
Description: Up to 4 players compete in forming words from letters held; similar to the board game, but with extensions.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Krell Software \$29.95 [pk93,5p]**

WORD DEMOS 1- TO/TOO/TWO (Skills pract)

24)Subj/Topic: Vocabulary Grades: 2-6
Description: Practice in usage of to, too, and two; 10 problems randomly selected; reports student performance.
Syst(s): Atari PET
Lang/Min Hdware: BASIC; Ata 16K/PET 8K+t
Sce: Micro-Ed \$9.95

LETTERMAN - TAPE VERSION (Educ'l game)

25)Subj/Topic: Vocabulary Grades: 2-8
Description: Non-violent Hangman; 400 words, 3 difficulty levels; user can enter own words; animated color graphics.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Atari Prog Exchnng \$22.95

LETTERMAN - DISK VERSION (Educ'l game)

26)Subj/Topic: Vocabulary Grades: 2-8
Description: Nonviolent Hangman; 400 wds, 3 levels; animated col grafx; up to 9 players; opt'l time limits, hints; use own wds.
Syst(s): Atari
Lang/Min Hdware: BASIC; 32K + disk
Sce: Atari Prog Exchnng \$22.95

WORD SCRAMBLE (Educ'l game)

27)Subj/Topic: Vocabulary Grades: 2-8
Description: A randomly selected word is scrambled and displayed on the screen; the student is asked to unscramble it.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III, tape
Sce: Micro Learningware \$7.95

WORD PUZZLE (Educ'l game)

28)Subj/Topic: Vocabulary Grades: 2-9
Description: Makes word puzzles from a teacher supplied word list; puzzles presented on screen or printed out.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+tape; prtr opt
Sce: Micro Learningware \$7.95

†CONTEXT CLUES (Educ'l game)

29)Subj/Topic: Vocabulary Grades: 2-5
Description: "Treasure hunt" game offers reinforcement in defining words based on context clues.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + disk
Sce: Learning Well \$49.95

†VOCABULARY BUILDING (Educ'l game)

30)Subj/Topic: Vocabulary Grades: 2-5
Description: Students develop vocabulary building skills with help of Merlin the wizard.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Learning Well \$49.95

†WORD COMMANDER-ELEMENTY A-D (Rote drill)

31)Subj/Topic: Vocabulary Grades: 2-6
Description: Provides practice at elem level in vocabulary with extensive word definition prog; ea of 4 programs \$50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K+ disk or tape
Sce: Edco \$50

† This is a new entry in THE SOFTWARE FINDER. ** See Intro. and Sect. II-3.

ENGLISH: Vocabulary (CONT)**WORD STRUCTURE** (Tutorial)

1) **Subj/Topic:** Vocabulary **Grades:** 3-8
Description: Individ'd instruct'n in word structure, composition & recognition; incl pre-/post-tests, mgt system; rent \$120/yr.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K Ap/TRS M3,dsk
Sce: Borg-Warner Ed Sys \$600

MINICROSSWORD (Educ'l game)

2) **Subj/Topic:** Vocabulary **Grades:** 3-8
Description: 4 prog's create cross-word puzzles, play codeword games; builds vocab & spel'g skills; App, Atari dsk vers \$23.95.
Syst(s): Apple Atari TRS-80
Lang/Min Hdwr: BASIC; 16K; Ap+d; others+t
Sce: Program Design Inc \$16.95
Rev's: PM W80(+)

DIETING DINOSAUR (ELEM'TRY) (Educ'l game)

3) **Subj/Topic:** Vocabulary **Grades:** 3-6
Description: Vocabulary & spelling game for the entire class; two separate programs with sound, hints, and documents.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 16K ModI/III+tape
Sce: Curriculum Appl'ns \$29.95
Rev's: SMW W82(+); SMW W83(0)

HORRIBLE HOMONYMS (Tutorial)

4) **Subj/Topic:** Vocabulary **Grades:** 3-12
Description: A series of cassettes giving practice and explanations on correctly using sound-alike words.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 16K ModI/III, tape
Sce: George Earl \$19.95
Rev's: TCT 1/82(+); SMW Su82(+)

WORD-MAZE (Educ'l game)

5) **Subj/Topic:** Vocabulary **Grades:** 3-6
Description: Child builds compound words with simple words dealt; plays against computer; disk vers (Ap48K/At24K), \$25.
Syst(s): Apple Atari
Lang/Min Hdwr: BASIC; 16K + tape
Sce: T.H.E.S.I.S. \$20

FISHING FOR HOMONYMS (Educ'l game)

6) **Subj/Topic:** Vocabulary **Grades:** 3-6
Description: Child plays Fish against computer; tries to match all cards in own hand w/ homonyms; dsk vers (Ap48K/At24K) \$25.
Syst(s): Apple Atari
Lang/Min Hdwr: BASIC; 16K + tape
Sce: T.H.E.S.I.S. \$20
Rev's: MJ W81(0)

CODE RHYME (Educ'l game)

7) **Subj/Topic:** Vocabulary **Grades:** 3-8
Description: Guess rhyming words (ex. a plump feline is a fat cat); 143 word pairs with provision to add your own.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 48K + disk
Sce: Merry Bee Commun's \$24.95

FLIP-E FLOP-E (Educ'l game)

8) **Subj/Topic:** Vocabulary **Grades:** 3-8
Description: Get clues to guess reversal words when must add "e" to one (ex. e+pat = tape); 33 word pairs.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K + disk
Sce: Merry Bee Commun's \$24.95

BLENDS AND ENDS (Skills pract)

9) **Subj/Topic:** Vocabulary **Grades:** 3-8
Description: 1 or 2 students practice joining 2-letter word beginnings (blends) and 3-letter endings to make words.
Syst(s): PET
Lang/Min Hdwr: BASIC; 8K + tape
Sce: Comm*Data Comp Hse \$9.95

VOCABULARY TUTOR 1/2 (Rote drill)

10) **Subj/Topic:** Vocabulary **Grades:** 3-6
Description: With emphasis on verbs, pictures and text on screen are combined with spoken narration, reinforcement & hints.
Syst(s): TRSCol
Lang/Min Hdwr: Author; 4K + tape
Sce: Radio Shack \$8.95

VOCABULARY PROMPTER (Rote drill)

11) **Subj/Topic:** Vocabulary **Grades:** 3-12
Description: Learning aid for vocabulary of any Latin-character-based language; prompts can be words, phrases or questions.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K + disk
Sce: Jagdstaffel Softwe \$29.95
Rev's: IW V4#12(+)

ROOTS/AFFIXES (Skills pract)

12) **Subj/Topic:** Vocabulary **Grades:** 3-8
Description: Practice at varying levels of difficulty, pre-/post-tests; stores and reports student performance.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K + disk
Sce: Hartley Courseware \$39.95

HOMONYMS (Skills pract)

13) **Subj/Topic:** Vocabulary **Grades:** 3-8
Description: Practice at varying levels of difficulty; pre-/post-tests for mastery, stores and reports student perf.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48 + disk
Sce: Hartley Courseware \$39.95

ANTONYMS/SYNONYMS (Skills pract)

14) **Subj/Topic:** Vocabulary **Grades:** 3-8
Description: Practice at varying levels of difficulty; pre-/ post-tests for mastery. Stores and reports student perf.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K + disk
Sce: Hartley Courseware \$39.95

TEST YOUR VOCABULARY (Skills pract)

15) **Subj/Topic:** Vocabulary **Grades:** 3-8
Description: The student chooses the correct synonym from a list for a given word; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk53,5p]**

WORD FACTORY (Skills pract)

16) **Subj/Topic:** Vocabulary **Grades:** 3-6
Description: Series gives practice in making new words from familiar base words; game format; 4 titles; disk version \$67.
Syst(s): Apple PET TRS-80
Lang/Min Hdwr: BASIC; 16K + tape
Sce: Orange Cherry Med \$56

VOCABULARY BUILDERS (Tutorial)

17) **Subj/Topic:** Vocabulary **Grades:** 3-8
Description: Expands word analysis skills through definitions, games & review questions; 4 titles; disk version \$67.
Syst(s): Apple PET TRS-80
Lang/Min Hdwr: BASIC; 16K+tape; TRS M1/3
Sce: Orange Cherry Med \$56
Rev's: SMW W83(-)

VOCABULARY (Rote drill)

18) **Subj/Topic:** Vocabulary **Grades:** 3-12
Description: Builds & reinforces vocabulary skills at 3 levels of difficulty; quizzes, grading systems, teacher guide.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$35

VOCABULARY BUILDER I (Rote drill)

19) **Subj/Topic:** Vocabulary **Grades:** 3-5
Description: Practice in vocabulary; 4 part mult choice format; 200 questions; 1000 words; user modifiable.
Syst(s): TRSCol
Lang/Min Hdwr: BASIC; 16K+ tape
Sce: Computer Island \$19.95

CROSS-WORD-PUZZLER (Educ'l game)

20) **Subj/Topic:** Vocabulary **Grades:** 4-12
Description: Creates crossword puzzles on screen to solve in normal fashion; gives right ans'w's when done; can use own words.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 16K ModI/III, tape
Sce: Basics & Beyond \$29.95 [pk16,20p]**
Rev's: SMW W82(+)

LANGUAGE PRACTICE (Skills pract)

21) **Subj/Topic:** Vocabulary **Grades:** 4-12
Description: The computer flashes a word,

students must type synonym, opposite for speed and score; also on disk.
Syst(s): Apple CBM PET TRS-80
Lang/Min Hdwr: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk20,2p]**
Rev's: TCT 1/82(0); SMW W83(0)

SCRAMBLE (Educ'l game)

22) **Subj/Topic:** Vocabulary **Grades:** 4-12
Description: Student must unscramble a word in a timed or untimed game; includes color graphics.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 32K+dsk, Applesoft
Sce: Teck Associates \$19.95 [pk59,14p]**

SYNONYMS (Skills pract)

23) **Subj/Topic:** Vocabulary **Grades:** 4-9
Description: Program displays a word chosen randomly from a list; the student enters its synonym; disk version \$10.95.
Syst(s): CBM PET
Lang/Min Hdwr: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95 [pk13,2p]**

WANTED (Educ'l game)

24) **Subj/Topic:** Vocabulary **Grades:** 4-8
Description: Child plays detective, "tracks down" problem words; clues given in WANTED poster.
Syst(s): Atari
Lang/Min Hdwr: BASIC; 16K + tape
Sce: T.H.E.S.I.S. \$15
Rev's: MJ W81(+)

EARL'S WORD POWER (Skills pract)

25) **Subj/Topic:** Vocabulary **Grades:** 4-12
Description: After teaching words, prog'm uses Shakespearean passages to test student's knowledge; 30-day preview avail'bl.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K+disk
Sce: George Earl \$29.95

HARDSCRABBLE (Educ'l game)

26) **Subj/Topic:** Vocabulary **Grades:** 4-12
Description: Up to 4 players compete for points by forming connected words; similar to the Scrabble board game.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 16K ModI/III+tape
Sce: Krell Software \$29.95 [pk93,5p]**

WORD DEMONS 3 (Skills pract)

27) **Subj/Topic:** Vocabulary **Grades:** 4-8
Description: Practice in usage of its/-it's and your/you're; 20 problems filling in blanks in sentences; reports perform.
Syst(s): PET
Lang/Min Hdwr: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

WORD DEMONS 5 (Tutorial)

28) **Subj/Topic:** Vocabulary **Grades:** 4-9
Description: Introduces the use of sit & and lie, then gives 20 problems in choosing the proper form; reports performance.
Syst(s): PET
Lang/Min Hdwr: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

WORD DEMONS 4 (Tutorial)

29) **Subj/Topic:** Vocabulary **Grades:** 4-9
Description: Introduces the use of sit & set, then gives 20 problems in choosing the proper form; reports performance.
Syst(s): PET
Lang/Min Hdwr: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

VOCABULARY DEVELOPMENT A (Skills pract)

30) **Subj/Topic:** Vocabulary **Grades:** 4-6
Description: Covers 4 vocab skills: compound words, prefixes/suffixes, homonyms & vocab in context; from Frych Jacobson list.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; TRS-80 III 32K+d
Sce: Random House \$99

ENGLISH: Vocabulary (CONT)

RIDDLE ME THIS, HOMONYMS (Educ'l game)
 1)Subj/Topic: Vocabulary Grades: 5-12
Description: Word recognition practice by working with 31 different homonym pairs. Spelling must be correct.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; App48K/TRS32K+dsk
Sce: Data Command \$29.95

PIX-PEK-PUT SUFFIXES I (Educ'l game)
 2)Subj/Topic: Vocabulary Grades: 5-12
Description: Experience affixing 6 common suffixes to 150 base words. Ion, ous, ness ment, or, ist. Difficulty increases.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; App48K/TRS32K+dsk
Sce: Data Command \$29.95

WORD ELEMENTS SERIES 1 (Skills pract)
 3)Subj/Topic: Vocabulary Grades: 5-12
Description: 5 progs give pract on pre-fixes to improve comprehension; sub, uni, bi, semi, hemi, demi, inter, trans & intra.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Brain Bank \$60

WORD ELEMENTS SERIES 2 (Educ'l game)
 4)Subj/Topic: Vocabulary Grades: 5-12
Description: 5 programs give practice on prefixes to improve comprehension; mal, mis, dis, & dys plus a review test.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Brain Bank \$60

WORD ELEMENTS SERIES 3 (Educ'l game)
 5)Subj/Topic: Vocabulary Grades: 5-12
Description: 5 progs give pract on suffixes to improve compreh'n; meter, gram & in relation to metric system; rev test.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Brain Bank \$60

WORD ELEMENTS SERIES 4 (Tutorial)
 6)Subj/Topic: Vocabulary Grades: 5-12
Description: Learn meanings of suffixes to improve comprehension; ess, fy, ize, ical, ically; review test included.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K;Ap+d;PET+tord
Sce: Brain Bank \$60

WORD ELEMENTS SERIES 6 (Tutorial)
 7)Subj/Topic: Vocabulary Grades: 5-12
Description: Learn meanings of prefixes to improve comprehension; audi,tele,phono, photo, stereo, video; review test included.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K;Ap+d;PET+tord
Sce: Brain Bank \$60

VOCABULARY SERIES (Rote drill)
 8)Subj/Topic: Vocabulary Grades: 5-12
Description: 24 programs/72 lessons on words commonly found in daily newspapers & weekly news magazines; TRS Color 32K+d.
Syst(s): Apple Atari TRSCol VIC-20
Lang/Min Hdwre: BASIC; Ap48K+d/At16K/V3K
Sce: Micro-Ed \$168
Rev's: SMW Su82(+)

HOMONYMS (Skills pract)
 9)Subj/Topic: Vocabulary Grades: 6-12
Description: Text material and examples are given, then practice with homonyms and homographs; 2 cassettes.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 8K PET,16K others
Sce: Educat'l Activit's \$39.95

SYNONYMS AND ANTONYMS (Skills pract)
 10)Subj/Topic: Vocabulary Grades: 6-12
Description: Review of difficult areas with synonyms and antonyms, then exercises; 2 cassettes.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K, 16K others
Sce: Educat'l Activit's \$39.95

GUESSWORD (Educ'l game)
 11)Subj/Topic: Vocabulary Grades: 6-10

Description: One or two players try to guess secret word based on clues; like Password.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
Sce: T.H.E.S.I.S. \$15

KEY LINGO (Educ'l game)
 12)Subj/Topic: Vocabulary Grades: 6-12
Description: Adventure game that gives pract/self-instr'n in vocabulary, other lang arts skills; 100 wds ea at 3 levels.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Readers Digest \$48.96

THE CHAMBERS OF VOCAB (Educ'l game)
 13)Subj/Topic: Vocabulary Grades: 6-12
Description: Maze game; gives pract/self-instr'n in vocabulary & related language arts skills; 100 words at ea. of 3 levels.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Readers Digest \$48.96

TRICKSTER COYOTE (Educ'l game)
 14)Subj/Topic: Vocabulary Grades: 6-12
Description: Indian legend game; gives pract/self-instr'n in vocabulary, related lang arts skills; 100 wds ea. of 3 levels.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Readers Digest \$48.96

CONTEXT CLUES (Tutorial)
 15)Subj/Topic: Vocabulary Grades: 6-8
Description: Vocab develep't thru context, defin'n, contrast, educated guesses, example; has mgt syst with auto promotion.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Milton Bradley \$44.95

ROOT WORDS (Rote drill)
 16)Subj/Topic: Vocabulary Grades: 6-8
Description: Intro'd concepts, prefix tutor, suffix tutor, root word tutor & word building; has mgt syst with auto promot'n.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.3
Sce: Milton Bradley \$44.95

VOCABULARY DEVELOPMENT B (Skills pract)
 17)Subj/Topic: Vocabulary Grades: 6-9
Description: Provides coverage in: multiple meaning wds, synonyms/antonyms, context clues & affixes; 4 student disks, 1 mgt dsk.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; TRS-80 III 32K+d
Sce: Random House \$99

WORDWRIGHT (Educ'l game)
 18)Subj/Topic: Vocabulary Grades: 6-12
Description: Improves vocab in various subject areas via competitive games; pkg incl 3 games, 3 dictionaries; backup \$150.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; 48K
Sce: Encyclopedia Britt \$299

VOCABULARY BUILDER II (Rote drill)
 19)Subj/Topic: Vocabulary Grades: 6-8
Description: Practice in vocabulary; 4 part mult choice format; 200 questions; 1000 words; user modifiable.
Syst(s): TRSCol
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Computer Island \$19.95

VOCABULARY - GRADE 7 (Rote drill)
 20)Subj/Topic: Vocabulary Grades: 7
Description: Multiple choice questions on word meanings; includes drill with clues, quiz; five cassettes, \$20 each.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K, tape
Sce: Microphos \$20
Rev's: SMW Su82(+)

PREFIX-STUDY-AND-QUIZ (Tutorial)
 21)Subj/Topic: Vocabulary Grades: 7-12
Description: Introduces prefixes, gives application exercises, and quizzes on definitions.
Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Basics & Beyond \$24.95 [pk15,20p]**
Rev's: ET 3/82(0)

SUFFIX-STUDY-AND-QUIZ (Tutorial)
 22)Subj/Topic: Vocabulary Grades: 7-12
Description: Introduces suffixes, gives application exercises, and quizzes on definitions.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Basics & Beyond \$24.95 [pk15,20p]**
Rev's: CC 3/80; ET 3/82(0)

VOCABULARY BUILDER 1: BEG. (Skills pract)
 23)Subj/Topic: Vocabulary Grades: 7-12
Description: Graded vocab quest's on synonyms/antonyms end'g in vocab test; 1000 wds, 400 quest's;App,Atari dsk vers\$23.95.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; 8K PET;16K others
Sce: Program Design Inc \$16.95
Rev's: MJ V3#2(0)

VOCABULARY BUILDER 2: ADV. (Skills pract)
 24)Subj/Topic: Vocabulary Grades: 7-12
Description: Graded vocab quest's on synonyms/antonyms end'g in vocab test; 1000 quest's,1000 wds;App,Atari dsk vers\$23.95.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; 8K PET;16K others
Sce: Program Design Inc \$16.95
Rev's: MJ V3#2(0)

DIETING DINOSAUR(MID SCHL) (Educ'l game)
 25)Subj/Topic: Vocabulary Grades: 7-8
Description: Vocabulary & spelling game for the entire class; two separate program with sound, hints, and documents.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Curriculum Appl'ns \$29.95
Rev's: SMW W82(+); SMW W83(0)

VOCAB (Rote drill)
 26)Subj/Topic: Vocabulary Grades: 7-12
Description: Practice on the spellings & meanings of 1140 words; gives hints; performance report; 2 difficulty levels.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Tycom Associates \$15.95
Rev's: SMW Su81(0); CC 1/81(+)

FOREIGN / ENGLISH (Rote drill)
 27)Subj/Topic: Vocabulary Grades: 7-14
Description: Over 900 American vocabulary words that come directly from foreign languages.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Sliwa Enterprises \$30

PIC-PEK-PUT, BASE WORDS (Skills pract)
 28)Subj/Topic: Vocabulary Grades: 7-12
Description: Help recognizing the bases of up to 185 affixed words. Student must identify bases. Each round more difficult.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; App48K/TRS32K+dsk
Sce: Data Command \$29.95

PREFIX SUFFIX (Tutorial)
 29)Subj/Topic: Vocabulary Grades: 7-9
Description: Tutorial with definitions, explanations, and examples. Includes prefixes & suffixes & their meanings. Drills.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Micro Learningware \$7.95

WORD RACE:WORD RECREATIONS (Educ'l game)
 30)Subj/Topic: Vocabulary Grades: 7-12
Description: 8 students race across their tracks while having fun with words.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d;pad1s
Sce: Edupro \$19.95

ENGLISH: Vocabulary (CONT)**†WORD COMMANDER- JR HIGH** (Rote drill)

1)Subj/Topic: Vocabulary Grades: 7-9
Description: Provides extensive practice of vocabulary & definitions for Jr High level.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 32K+ disk or tape

Sce: Edco \$50

VOCABULARY - GRADE 8 (Rote drill)

2)Subj/Topic: Vocabulary Grades: 8
Description: Multiple choice questions on word meanings; includes drills with clues and quiz; 5 cassettes, \$20 each.

Syst(s): Apple CBM PET

Lang/Min Hdwre: BASIC; PET8K/Apl6K, tape

Sce: Microphys \$20

Rev's: SMW Su82(+)

VOCABULARY BUILDER (Rote drill)

3)Subj/Topic: Vocabulary Grades: 9-12
Description: Series of 15 programs that offer 3 different formats. The package contains over 1000 words.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K ModI/III+tape

Sce: Micro Learningware \$24.95

VOCABULARY - GRADE 9 (Rote drill)

4)Subj/Topic: Vocabulary Grades: 9
Description: Multiple choice questions on word meanings; includes drills with clues and quiz; 5 cassettes, \$20 each.

Syst(s): Apple CBM PET

Lang/Min Hdwre: BASIC; PET8K/Apl6K, tape

Sce: Microphys \$20

Rev's: SMW Su82(+)

VOCABULARY BUILDER (Skills pract)

5)Subj/Topic: Vocabulary Grades: 9-12
Description: Study aid for college board exams. Multiple choice, automatic grading, antonyms or synonyms.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 32K+dsk, Applesoft

Sce: Sliwa Enterprises \$25

WORD ANALOGY (Skills pract)

6)Subj/Topic: Vocabulary Grades: 9-12
Description: Study aid for college board exams. Multiple choice, automatic grading, single- & double-word relationships.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 32K+dsk, Applesoft

Sce: Sliwa Enterprises \$25

SYNONYM SERIES (Skills pract)

7)Subj/Topic: Vocabulary Grades: 9-12
Description: 3 tapes, 15 lessons, 450 words, must match word with expression which is its synonym, lists trouble words.

Syst(s): Atari PET

Lang/Min Hdwre: BASIC; Ata 16K/PET 8K+t

Sce: Micro-Ed \$21

†WORD COMMANDER - SR HIGH (Skills pract)

8)Subj/Topic: Vocabulary Grades: 9-12
Description: Provides extensive practice of vocabulary & definitions for Sr High level.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 32K+ disk or tape

Sce: Edco \$50

†VOCABULARY BUILDER III (Rote drill)

9)Subj/Topic: Vocabulary Grades: 9-12
Description: Practice in vocabulary; 4 part mult choice format; 200 questions, 1000 words; user modifiable.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K + tape

Sce: Computer Island \$19.95

VOCABULARY - GRADE 10 (Rote drill)

10)Subj/Topic: Vocabulary Grades: 10
Description: Multiple choice questions on word meanings; includes drills and quiz; five cassettes, \$20 each.

Syst(s): Apple CBM PET

Lang/Min Hdwre: BASIC; PET8K/Apl6K, tape

Sce: Microphys \$20

Rev's: SMW Su82(+)

VOCABULARY - GRADE 11 (Rote drill)

11)Subj/Topic: Vocabulary Grades: 11
Description: Multiple choice questions on word meanings; drills with clues and quiz; 5 cassettes, \$20 each.

Syst(s): Apple CBM PET

Lang/Min Hdwre: BASIC; PET8K/Apl6K, tape

Sce: Microphys \$20

Rev's: SMW Su82(+)

VOCABULARY - GRADE 12 (Rote drill)

12)Subj/Topic: Vocabulary Grades: 12
Description: Multiple choice questions on word meanings; includes drills with clues and quiz; 5 cassettes, \$20 each.

Syst(s): Apple CBM PET

Lang/Min Hdwre: BASIC; PET8K/Apl6K, tape

Sce: Microphys \$20

Rev's: SMW Su82(+)

Writing**†STORY MACHINE** (Educ'l game)

13)Subj/Topic: Writing Grades: K-4
Description: Educational toy that helps children learn to write sentences, paragraphs & simple stories.

Syst(s): Apple Atari

Lang/Min Hdwre: BASIC; 48K + disk

Sce: Spinnaker Software \$34.95

NURSERY TIME (Skills pract)

14)Subj/Topic: Writing Grades: K-2
Description: Open-ended, interactive electronic book with music, color, action, hidden letter challenge, prompt own story.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 48K + disk

Sce: Merry Bee Commun's \$29.95

STORYBOARD (Author lang)

15)Subj/Topic: Writing Grades: 1-12
Description: Teachers place page of text on screen for students to reconstruct; like full-page Hangman but with timed clues.

Syst(s): Apple PET VIC-20

Lang/Min Hdwre: BASIC; unknown

Sce: Wida Software \$40

STORY STARTER (Skills pract)

16)Subj/Topic: Writing Grades: 2-6
Description: Practice in constructing stories using "starter" phrases based on cause/effect & time/sequence patterns.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K ModI/III+tape

Sce: Random House \$14.97

†ORGANIZED WRITING/MR WRITE (Tutorial)

17)Subj/Topic: Writing Grades: 2-6
Description: Teaches organization of writing thru use of numbers; on disk \$369.00; 5 disks, one for ea grade level.

Syst(s): TRS-80

Lang/Min Hdwre: Machine; 16K+ tape or disk

Sce: Unique Prog'ng Svc \$339

†SEQUENCE (Educ'l game)

18)Subj/Topic: Writing Grades: 2-5
Description: This game offers practice & reinforcement in placing paragraphs in proper sequence.

Syst(s): Apple

Lang/Min Hdwre: Machine; 48K + disk

Sce: Learning Well \$49.95

POETRY WRITING (Skills pract)

19)Subj/Topic: Writing Grades: 3-9
Description: Interacts with student to prompt & assist in the writing of a simple poem; on disk \$12.95.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K + tape

Sce: Cove View Press \$9.95

PROOF IT (Skills pract)

20)Subj/Topic: Writing Grades: 3-8
Description: Helps to develop a pattern for proofreading own work; children's stories on 4 levels.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K + disk

Sce: Merry Bee Commun's \$24.95

CAPITALIZATION (Skills pract)

21)Subj/Topic: Writing Grades: 3-8
Description: Gives capitalization rules & examples, then 25 practice sentences w/ graphics reinforcers; stores/reports perf.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K + disk

Sce: Hartley Courseware \$49.95

Rev's: SMW Su82(+); SMW W83(-)

†THE BANK STREET WRITER (Word Processor)

22)Subj/Topic: Writing Grades: 4-12
Description: Word processor designed for the young writer; emphasizes ease of use; simplifies editing and re-drafting.

Syst(s): Apple Atari

Lang/Min Hdwre: BASIC; 48K + disk

Sce: Scholastic Inc \$95

SENTENCE COMBINING (SENCOM) (Tutorial)

23)Subj/Topic: Writing Grades: 4-8
Description: Improves writing skills via sentence combining; intro's concepts, gives ex's & pract, records/repts perf; mgt sys.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K + disk

Sce: Milliken Publish'g \$95

†GRAMMAR AND WRITING (Tutorial)

24)Subj/Topic: Writing Grades: 4-12
Description: Program instructs, reinforces & evaluates grammatical skills to improve student's writing ability; backup \$100.

Syst(s): Apple TRS-80

Lang/Min Hdwre: BASIC; 48K + disk

Sce: Encyclopedia Britt \$266

†COMPOPOEM (Educ'l game)

25)Subj/Topic: Writing Grades: 4-12
Description: Provides study & writing of poetry; attention to basic & advanced composition skills.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K+d, DOS 3.3

Sce: Stephen Marcus \$16.95

SEQUENCE EVENTS (Skills pract)

26)Subj/Topic: Writing Grades: 5-10
Description: Helps student to organize information logically. Student identifies correct order for phrases.

Syst(s): Apple TRS-80

Lang/Min Hdwre: BASIC; App48K/TRS32K+dsk

Sce: Data Command \$29.95

†CUES & QUOTES UNIT VII (Tutorial)

27)Subj/Topic: Writing Grades: 7-12
Description: Focus on mechanics of writing; learn about & practice punctuating for clear writing.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K + DOS 3.3/3.2

Sce: Ctr-Educ'l E.D.E. \$45

†IMPROVE WRITING STYLE-ADVD (Tutorial)

28)Subj/Topic: Writing Grades: 7-12
Description: Reviews parallel structure, sentence beginnings & excess words for mature writing; on disk \$15.

Syst(s): Apple PET

Lang/Min Hdwre: BASIC; Apl6K+d; PET8K+t

Sce: Right On Programs \$13

†MECHANICS (Tutorial)

29)Subj/Topic: Writing Grades: 7-12
Description: Reviews rules of mechanics in correct writing; end marks, commas, quotations, capitalization; on disk \$15.

Syst(s): Apple PET

Lang/Min Hdwre: BASIC; Apl6K+d, PET8K+t

Sce: Right On Programs \$13

† This is a new entry in THE SOFTWARE FINDER.

ENGLISH: Literature

WORD DRAW: AMER WRITERS (Educ'l game)
 1)Subj/Topic: Literature Grades: 2-7
Description: 4 stud'ts work cooperatively or competitively w/ authors, bks, characters fr classics & pop lit; on disk \$14.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d
Sce: Edupro \$19.95

WORD RACE: AMER THEME, LIT (Educ'l game)
 2)Subj/Topic: Literature Grades: 2-7
Description: 8 players race along individ tracks while presented with concepts from American literature; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d;padls
Sce: Edupro \$19.95

ADVERTISING TECHNIQUES (Tutorial)
 3)Subj/Topic: Literature Grades: 5-12
Description: Instruction and practice on principles of critical analysis; exposes four methods of persuasion.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Micro Power & Light \$24.95

HAIKU (Concept demo)
 4)Subj/Topic: Literature Grades: 6-12
Description: Creates poetry based on haiku rules from appropriate stored words; student may edit on line by line basis.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

POETRY (Skills pract)
 5)Subj/Topic: Literature Grades: 7-10
Description: Pract w/ quest's about & comparisons of simple poetic forms; reviews missed items; stores/reports performance.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: Avant Garde Creatns \$29.95

READINGS IN LITERATURE (Skills pract)
 6)Subj/Topic: Literature Grades: 7-12
Description: Practice recalling words, spellings in 27 famous passages; uses col- or graphics and sound.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: George Earl \$29.95
Rev's: PM Sp80(0); SMW Su81(+)

WORD DRAW: WRLD ARD US, LIT (Educ'l game)
 7)Subj/Topic: Literature Grades: 7-12
Description: 4 students together discover authors, their books & major characters; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d;padls
Sce: Edupro \$19.95

WORD RACE: WRLD ARD US, LIT (Educ'l game)
 8)Subj/Topic: Literature Grades: 7-12
Description: 8 stud'ts work to solve problems about literature; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d;padls
Sce: Edupro \$19.95

ASTRO QUOTES (Skills pract)
 9)Subj/Topic: Literature Grades: 7-9
Description: Makes missing-letter puzzles with clues, using famous quotations; Apple and Atari disk versions \$23.95.
Syst(s): Apple Atari TRS-80
Lang/Min Hdwre: BASIC; 16K;Ap+d;others+t
Sce: Program Design Inc \$16.95
Rev's: CC 10/80

SYLLOGISTIC LOGIC (Skills pract)
 10)Subj/Topic: Literature Grades: 9-12
Description: Practice identifying cate- gorical proposition types, drawing Venn diagrams, creating categorical syllogisms.

Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K Model I, disk
Sce: Conduit \$50

ENGLISH: Engl, 2nd Lang

%OCCUPATIONS VOCABULARY (Rote drill)
 11)Subj/Topic: Engl, 2nd Lang Grades: 2-6
Description: Drills listening, speaking, read'g,writ'g; hi-res grafx,voice;requires Supertalker @ \$250; 10-topic pkg \$750.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+2d, voice syn
Sce: Bipacs \$99

%PLACES VOCABULARY (Rote drill)
 12)Subj/Topic: Engl, 2nd Lang Grades: 2-6
Description: Drills listening, speaking, read'g,writ'g; hi-res grafx,voice;requires Supertalker @ \$250; 10-topic pkg \$750.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+2d, voice syn
Sce: Bipacs \$99

%OFFICE VOCABULARY (Rote drill)
 13)Subj/Topic: Engl, 2nd Lang Grades: 2-6
Description: Drills listening, speaking, read'g,writ'g; hi-res grafx,voice;requires Supertalker @ \$250; 10-topic pkg \$750.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+2d, voice syn
Sce: Bipacs \$99

%HOME VOCABULARY (Rote drill)
 14)Subj/Topic: Engl, 2nd Lang Grades: 2-6
Description: Drills listening, speaking, read'g,writ'g; hi-res grafx,voice;requires Supertalker @ \$250; 10-topic pkg \$750.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+2d, voice syn
Sce: Bipacs \$99

FINE ARTS



CREATIVITY LIFE DYNAMIC (Computl tool)
 15)Subj/Topic: General Grades: 2-12
Description: Designed to stimulate crea- tivity; helps in drawing colored, animated pictures, writing poems & making music.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,lang card
Sce: Avant Garde Creatns \$24.95

FINE ARTS: Art

DELTA DRAWING (Computl tool)
 16)Subj/Topic: Art Grades: K-6
Description: Create own colorful drawings on screen using single key commands to control the cursor;print if have printer.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Spinnaker Software \$59.95

FACEMAKER (Educ'l game)
 17)Subj/Topic: Art Grades: K-3
Description: 3 games in one; blank face must be filled in; completed face made to show expressions; repeat sequences.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Spinnaker Software \$34.95

JILLS TWINKLE (Educ'l game)
 18)Subj/Topic: Art Grades: K-1
Description: Game for practicing color and number identification, and add simple numbers.
Syst(s): Atari
Lang/Min Hdwre: Machine; 16K + tape
Sce: H.E.L. Laborator's \$11.95

PICTURE-PLAY (Educ'l game)
 19)Subj/Topic: Art Grades: K-12

Description: Elect'nc magic slate allows students to draw with animation, patterns, changing colors; on disk \$24.95.

Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d
Sce: Edupro \$19.95

FETCH A VIC (Computl tool)
 20)Subj/Topic: Art Grades: 1-12
Description: Computer version of popular drawing game; pictures may be saved on cassette tapes.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
Sce: Comm>Data Comp Hse \$7.95

COLOR ME (Skills pract)
 21)Subj/Topic: Art Grades: 2-5
Description: A computer coloring book w/ 25 pictures; use paddles or joystick to select from 32 color pots for creativity.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Versa Computing \$29.95

PAINT (Computl tool)
 22)Subj/Topic: Art Grades: 3-14
Description: Using hundreds of color tex- tures & different size paint brushes, student can create wonderful paintings.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 48K+disk;Atari800
Sce: Reston Publishing \$39.95
Rev's: EL 10/82(+)

COMPU-ART (Computl tool)
 23)Subj/Topic: Art Grades: 3-8
Description: Draws geometric patterns on CRT under user control; good for counting & computer introduction.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Mega-Byte Systems \$10.95

GRAPHICS COMPOSER (Skills pract)
 24)Subj/Topic: Art Grades: 4-12
Description: Student uses paddles or joy- stick to draw picture; color fill, brush & text to complete graphics design.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Versa Computing \$39.95
Rev's: ET 7/82(+); CC2/82(+)

SKETCH-A-DRAWING (Computl tool)
 25)Subj/Topic: Art Grades: 4-12
Description: Design any picture,graph, or text on screen & will create program to reproduce said drawing;recall&modificat'n.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Aquarius Publish's \$14.95

DRAWPIC (Computl tool)
 26)Subj/Topic: Art Grades: 4-14
Description: Easy way to create; use joy- stick & easy commands to make beautiful images; can save & recall creations.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Artworx \$29.95

EDU-PAINT (Computl tool)
 27)Subj/Topic: Art Grades: 4-12
Description: Enables drawing in hi-res color graphics; includes replicat'g, sav'g any part of picture;use paddles or tablet.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+disk,paddles
Sce: San Juan Unif Schl \$20

COMPUTA-DOODLE (Computl tool)
 28)Subj/Topic: Art Grades: 6-12
Description: Allows drawing pictures on screen; can use w/ own progs to add anima- tion; on disk \$19.95 (Incl w/ Simul Comp).
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Edu-Soft \$14.95
Rev's: CC 9/80

FINE ARTS: Art (CONT)

†**SKETCHPAD** (Computl tool)
 1)Subj/Topic: Art Grades: 7-14
Description: Program has 23 commands for drawing, coloring & merging designs; draw points, lines, solid areas, mirror images.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Atari Prog Exchng \$22.95

U-DRAW II (Computl tool)
 2)Subj/Topic: Art Grades: 7-12
Description: Create hi-res shapes, then rotate, expand or move them; lay out floor plans, arrange furniture, draw any shapes.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Muse Software \$39.95
Rev's: PM Sp80(0)

†**STEREO 3-D GRAPHICS PACK'G** (Computl tool)
 3)Subj/Topic: Art Grades: 9-12
Description: Lets you learn to see wire frame model in true 3-D; optional paddle controllers, pocket stereoscope.
Syst(s): Atari
Lang/Min Hdware: BASIC; 32K + disk
Sce: Atari Prog Exchng \$22.95

FINE ARTS: Music

†**THE MAGIC MELODY BOX** (Computl tool)
 4)Subj/Topic: Music Grades: K-12
Description: Create 4 voice, harmonized song, involves 2 simple steps; controllers required; about 1 minute of song.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Atari Prog Exchng \$15.95

PLAYER PIANO (Computl tool)
 5)Subj/Topic: Music Grades: K-8
Description: User presses keys shown on 20-key piano display to create/play music; 1 voice, various tempos, edit & save opts.
Syst(s): Atari
Lang/Min Hdware: BASIC; 24K+tape;ptr optl
Sce: Atari Prog Exchng \$22.95

MATCHING RHYTHMS (Skills pract)
 6)Subj/Topic: Music Grades: 1-6
Description: User matches a rhythm using the space bar; uses CB2 sound & amplifier.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K,tape,CB2 ampl
Sce: Micro-Ed \$7.95

HIGHER, SAME, LOWER (Skills pract)
 7)Subj/Topic: Music Grades: 1-6
Description: User decides if second note is higher, same, lower than the first note; uses CB2 sound & amplifier.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K,tape,CB2 sound
Sce: Micro-Ed \$7.95

LINE/SPACES, TREBLE CLEF (Tutorial)
 8)Subj/Topic: Music Grades: 1-6
Description: Teaches names of lines and spaces of treble clef, also the associated tones; gives test; uses CB2 sound amplif.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K,tape,CB2 sound
Sce: Micro-Ed \$7.95

PLAYER PIANO (Computl tool)
 9)Subj/Topic: Music Grades: 1-12
Description: Play music directly from the keyboard or create, modify & save on tape or disk.
Syst(s): Atari
Lang/Min Hdware: BASIC; 24K + tape
Sce: Santa Cruz Edu Sof \$14.95

KEYBOARD ORGAN (Computl tool)
 10)Subj/Topic: Music Grades: 1-12
Description: User presses keys shown on piano keyboard display to create/play music; 1 voice, 2 sound qual's; playalong opt.
Syst(s): Atari

Lang/Min Hdware: FORTH; 24K + disk
Sce: Atari Prog Exchng \$22.95

MUSIC READING (Rote drill)
 11)Subj/Topic: Music Grades: 1-12
Description: Electronic flash card displays base & treble clef, single note; flash rate user determined; on disk \$12.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+tape;32K+disk
Sce: Cove View Press \$9.95
Rev's: PM Sp80(0)

NOTE RACE (Educ'l game)
 12)Subj/Topic: Music Grades: 1-6
Description: 2 players use paddles to move note to position named; teacher set options.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Merry Bee Commun's \$11.95

NOTE GAMES (Rote drill)
 13)Subj/Topic: Music Grades: 1-6
Description: Use paddle or joystick to place notes on staff in position named; 2 lessons + options (bounce, words).
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Merry Bee Commun's \$11.95

NOTE LESSONS (Rote drill)
 15)Subj/Topic: Music Grades: 1-6
Description: 2 lessons+opt's; in Capture, keypress stops note when in position named; In Namer, identifies name of note shown.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Merry Bee Commun's \$11.95

ARNOLD (Skills pract)
 15)Subj/Topic: Music Grades: 1-12
Description: Teaches tone recognition and melodic memory skills; beginners to very difficult; uses sofeccio or scale deg #'s.
Syst(s): Apple
Lang/Min Hdware: BASIC; Apple II, DAC brd
Sce: Micro-Music Inc. \$190
Rev's: EC 4/82(0); JCR VI#1(0)

MUSICAL STAFF DRILL (Skills pract)
 16)Subj/Topic: Music Grades: 1-8
Description: Beginning musician learns to correlate piano keys with notes from a graphic display staff.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K + disk
Sce: Edutek Corp. \$20

TONAL ENCOUNTER (Skills pract)
 17)Subj/Topic: Music Grades: 1-6
Description: Computer plays melody, child plays it back; 5 skill levels plus demonstration mode; disk vers (At24K/48K)\$25.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: T.H.E.S.I.S. \$20 [pk24,2p]**
Rev's: PM Su81(+)

NAME THAT TUNE (Educ'l game)
 18)Subj/Topic: Music Grades: 2-12
Description: Aural identification of scale degrees using solfeccio or scale numbers; familiar tunes; game context.
Syst(s): Apple
Lang/Min Hdware: BASIC; Apple II, DAC brd
Sce: Micro-Music Inc. \$100

DOREMI (Skills pract)
 19)Subj/Topic: Music Grades: 2-12
Description: Aural identification of individual degrees of major scale using solfeccio or scale degree numbers.
Syst(s): Apple
Lang/Min Hdware: BASIC; Apple II, DAC brd
Sce: Micro-Music Inc. \$100
Rev's: JRM VI(+)

INTERVAL MANIA (Educ'l game)
 20)Subj/Topic: Music Grades: 2-12
Description: Visual & aural identification of music intervals; game context; includes maj., min., dim., aug., perf. intrvl.
Syst(s): Apple
Lang/Min Hdware: Machine; Apple II +DAC brd
Sce: Micro-Music Inc. \$190
Rev's: EC 4/82(0); JRM VI(+); JCR VI#1(0)

MUSICAL STORIES (Rote drill)
 21)Subj/Topic: Music Grades: 3-6
Description: Practice note reading by replacing notes with letter names within story; treble, bass or grand staff choice.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Merry Bee Commun's \$19.95

COMPOSE (Computl tool)
 22)Subj/Topic: Music Grades: 3-8
Description: Converts PET to organ; with graphics on screen to assist, allows student to compose, playback & save song.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comalador \$20

GUIDE TO COMPOSERS (Rote drill)
 23)Subj/Topic: Music Grades: 3-12
Description: Spelling recall & recognition of famous composers & their works; difficulty level controlled by student.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS 3.3 or 3.2
Sce: Micro-Music Inc. \$90

GUIDE TO GENL MUSIC TERMS (Rote drill)
 24)Subj/Topic: Music Grades: 3-14
Description: Identify, spell & recall common musical terms; difficulty controlled by the student.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3 or 3.2
Sce: Micro-Music Inc. \$90

MODE DRILLS (Skills pract)
 25)Subj/Topic: Music Grades: 3-14
Description: Programs for visual & aural drill to recognize major, minor & church modes.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3or3.2
Sce: Micro-Music Inc. \$110

PITCH DRLS, NO ACCIDENTALS (Rote drill)
 26)Subj/Topic: Music Grades: 3-14
Description: Visual drill on names of lines & spaces in treble & bass clefs; includes pitch game in transposition.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3 or 3.2
Sce: Micro-Music Inc. \$110

GUIDE-STD INSTRUMENT NAMES (Rote drill)
 27)Subj/Topic: Music Grades: 3-12
Description: Drill on spelling, recognition, and basic information about instruments.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, DAC brd
Sce: Micro-Music Inc. \$90

MELODIUS DICTATOR (Skills pract)
 28)Subj/Topic: Music Grades: 3-12
Description: Recognition & notation of single-line melodies; adjusts to student's ability from beginning to advanced.
Syst(s): Apple
Lang/Min Hdware: Machine; Apple II+DAC brd
Sce: Micro-Music Inc. \$190
Rev's: EL VI#1(+); JRM VI(+); CC 10/80

EQUIVALENT NOTES (Rote drill)
 29)Subj/Topic: Music Grades: 4-8
Description: Sounds, displays note; child types equivalent note (F); reports student performance.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K,tape,CB2 ampl
Sce: Micro-Ed \$7.95

MUSICMASTER - BEGINNER MOD (Computl tool)
 30)Subj/Topic: Music Grades: 4-12
Description: Intros,gives practice with scales, intervals, triads; reports, stores perf'nc; req's alphaSyntauri synthesizer.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk,lang card
Sce: Syntauri \$150

† This is a new entry in THE SOFTWARE FINDER.

** See Intro. and Sect. II-3.

FINE ARTS: Music (CONT)

ELEMENTS OF MUSIC

(Skills pract)

4)Subj/Topic: Music Grades: 4-9
Description: Drill & practice in teaching note names, key signature ID, & pitch placement on piano keyboard.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Electr Cseware Sys \$125

INSTRUMENT DRILL

(Skills pract)

2)Subj/Topic: Music Grades: 4-12
Description: Practice in fingering an instrument; realistic grafix of instrument & notes; 12 progs avail, ea for one instrum't.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comalдор \$20

ORGAN

(Computl tool)

3)Subj/Topic: Music Grades: 4-12
Description: Plays tones indicated by keys; can save tunes and vary loudness and timbre.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Micropute \$14.95
Rev's: CC 9/80

MUSIC COMPOSING AID

(Computl tool)

4)Subj/Topic: Music Grades: 4-12
Description: Enables user to create & play own music on the Apple; no additional hardware required; includes music sample.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K + tape
Sce: Compuware \$11.95 [pk29,3p]**

KEYNOTE

(Computl tool)

5)Subj/Topic: Music Grades: 4-12
Description: User may enter, review, store & update music; plays through cassette speaker or amp; 5 octaves; tempo ctrl.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III, tape
Sce: Hayden Book Co. \$13.95

ADVANCED MUSIC SYSTEM

(Computl tool)

7)Subj/Topic: Music Grades: 5-14
Description: Up to 4 independent voices, play complex rhythms; optional paddle controllers, stereo cable & tape recorder.
Syst(s): Atari
Lang/Min Hdware: BASIC; 32K + disk
Sce: Atari Prog Exchng \$29.95

RHYTHM PLAY

(Skills pract)

7)Subj/Topic: Music Grades: 5-10
Description: Provides drill in perform'g rhythm patterns; pattern displayed, student "plays" pattern using keyboard.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: Minn Ed Comp Consrt \$30 [pk125,7p]**
Rev's: EL 10/81(+); JRM V1(+)

VISUAL INTERVALS

(Skills pract)

8)Subj/Topic: Music Grades: 5-10
Description: Presents drill in recogniz'g intervals by sight; plays 2 notes & student identifies interval between them.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: Minn Ed Comp Consrt \$30 [pk125,7p]**
Rev's: EL 10/81(+); JRM V1(+)

MISSING NOTE

(Skills pract)

9)Subj/Topic: Music Grades: 5-10
Description: Provides drill in elementary melodic dictation; pattern is played, student must identify missing note.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: Minn Ed Comp Consrt \$30 [pk125,7p]**
Rev's: EL 10/81(+)

AURAL INTERVAL

(Skills pract)

10)Subj/Topic: Music Grades: 5-10
Description: Provides drill in recogniz'g intervals by ear; plays 2 pitches & pupil must identify interval between them.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: Minn Ed Comp Consrt \$30 [pk125,7p]**

Rev's: EL 10/81(+); JRM V1(+)

COUNTING

(Rote drill)

11)Subj/Topic: Music Grades: 5-10
Description: Provides drill on time signatures, note & rest types & counting.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: Minn Ed Comp Consrt \$30 [pk125,7p]**
Rev's: EL 10/81(+)

WRONG NOTE

(Skills pract)

12)Subj/Topic: Music Grades: 5-10
Description: Practice in comparing written & performed pitch patterns; displays & plays 5 notes; must decide wrong note.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: Minn Ed Comp Consrt \$30 [pk125,7p]**
Rev's: EL 10/81(+)

RHYTHM

(Skills pract)

13)Subj/Topic: Music Grades: 5-10
Description: Drill in comparing written & performed rhythm patterns; displays pattern; must identify from 3 patterns heard.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: Minn Ed Comp Consrt \$30 [pk125,7p]**
Rev's: EL 10/81(+); JRM V1(+)

NOTE TYPES

(Rote drill)

14)Subj/Topic: Music Grades: 5-12
Description: Drill on recognizing notes as quarter, eighth, etc. & on number of beats to be held. From MECC.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+d, BASIC Crt dg
Sce: Minn Ed Comp Consrt \$30 [pk112,5p]**

NAME THE NOTE

(Rote drill)

15)Subj/Topic: Music Grades: 5-12
Description: Gives student practice in identifying notes in both treble & bass clefs. From MECC.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+d, BASIC Crt dg
Sce: Minn Ed Comp Consrt \$30 [pk112,5p]**
Rev's: JRM V1 (on earlier Apple vers.)

KEY SIGNATURES

(Rote drill)

16)Subj/Topic: Music Grades: 5-12
Description: Drills the student in recognizing key signatures; from MECC.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+d, BASIC Crt dg
Sce: Minn Ed Comp Consrt \$30 [pk112,5p]**

TERMS

(Rote drill)

17)Subj/Topic: Music Grades: 5-12
Description: Gives drills on definitions of 57 musical terms; 3 difficulty levels. From MECC.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+d, BASIC crt dg
Sce: Minn Ed Comp Consrt \$30 [pk112,5p]**
Rev's: JRM V1 (on earlier Apple vers.)

HARMONICS

(Rote drill)

18)Subj/Topic: Music Grades: 5-12
Description: Drill on identifying notes of equal pitch that may be written differently, e.g., F#, G flat. From MECC.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+d, BASIC crt dg
Sce: Minn Ed Comp Consrt \$30 [pk112,5p]**
Rev's: JRM V1 (on earlier Apple vers.)

COMPUTER-COMPOSER

(Concept demo)

19)Subj/Topic: Music Grades: 5-12
Description: Composes, demonstrates, and explains white, brown, and 1/F music; requires small amplifier.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K, tape, aud ampl
Sce: Basics & Beyond \$29.95 [pk16,20p]**

MUSICAL COMP'TR-MUSICUTOR

(Tutorial)

20)Subj/Topic: Music Grades: 6-12
Description: Gives solid overview of mechanics of music; note reading, rhythm, clefs, dynamic & tempo markings, signr & symbols.
Syst(s): Atari
Lang/Min Hdware: BASIC; 40K + disk
Sce: Atari Prog Exchng \$15.95

RHYTHMIC DICTATOR

(Educ'l game)

21)Subj/Topic: Music Grades: 6-12
Description: Aural basic rhythm patterns & notation on 1 line rhythmic staff; game format; self adjusts begin'g to advanced.
Syst(s): Apple
Lang/Min Hdware: BASIC; Apple II+DAC brd
Sce: Micro-Music Inc. \$190
Rev's: JRM V1(+); EL 10/81(+)

MUSIC COMPOSER

(Computl tool)

22)Subj/Topic: Music Grades: 7-12
Description: Enter, play, change & save 4-part music; 3-octave range; notes displayed on colored staff as played.
Syst(s): Atari
Lang/Min Hdware: BASIC; 8K RAM + tape
Sce: Atari Inc. \$59.95
Rev's: PM Su81(+); CC 4/81(+); PM Su80(+)

MUSIC-TRANSPPOSITION

(Computl tool)

23)Subj/Topic: Music Grades: 7-12
Description: Transposes notes between any two keys; can be used to check work of student learning to transpose.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Basics & Beyond \$24.95 [pk14,30p]**

GUIDE TO MUSICAL SYMBOLS

(Rote drill)

24)Subj/Topic: Music Grades: 7-12
Description: Drill on identifying, spelling, and recalling musical symbols.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, DAC brd
Sce: Micro-Music Inc. \$90

GUIDE-ITALIAN MUSIC TERMS

(Rote drill)

25)Subj/Topic: Music Grades: 7-12
Description: Identification, spelling, & recall of commonly used Italian terms; game format added for interest.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, DAC brd
Sce: Micro-Music Inc. \$90

SIR WILLIAM WRONG NOTE

(Tutorial)

26)Subj/Topic: Music Grades: 7-12
Description: Identification of wrong note in 4-voice chordal context; with external comparison of "correct" and "wrong".
Syst(s): Apple
Lang/Min Hdware: BASIC; Apple II +DAC brd
Sce: Micro-Music Inc. \$190
Rev's: JRM V1(+)

ELECTRIC DUET

(Tutorial)

27)Subj/Topic: Music Grades: 8-12
Description: Accepts, edits, transposes, stores & plays 2-part music(4-1/2 octaves) without add-on hardware; w/ trace feature.
Syst(s): Apple
Lang/Min Hdware: Machine; 32K + disk
Sce: Insoft \$24.95
Rev's: CC 12/82(+); IW V4#35(+)

MECC MUSIC TERMS/NOTATIONS

(Rote drill)

28)Subj/Topic: Music Grades: 9-12
Description: 6 programs deal with music terms & notations; identify quarter, half notes, pitches, key signatures.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: Sunburst Commun's \$30

ELECTRIC DUET

(Computl tool)

29)Subj/Topic: Music Grades: 9-12
Description: Enables user to create and play 2-part music without additional hardware; 5-octave range; includes demo music.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + DOS 3.3
Sce: Insoft \$29.95
Rev's: SS 5/82; PLG 82; IW V4#35(+)

NOTES & SCALES - MINOR

(Skills pract)

30)Subj/Topic: Music Grades: 9-12
Description: Introduction to chromatic & minor scales; full sound - helps students build normal, ancient & melodic; also on disk.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comalдор \$20

† This is a new entry in THE SOFTWARE FINDER.

* TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.

FINE ARTS: Music (CONT)

NOTES & PITCH (Skills pract)
 1)Subj/Topic: Music Grades: 9-12
Description: A sight & sound introduction to pitch, bass, treble, notes, etc; also on disk.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comalдор \$20

NOTES & STAVES (Tutorial)
 2)Subj/Topic: Music Grades: 9-12
Description: Theory lesson on grand staff treble staff, bass staff - introduction to clefs; disk version available.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comalдор \$20

HARMONIOUS DICTATOR (Tutorial)
 3)Subj/Topic: Music Grades: 9-14
Description: Teaches chord progression listen'g with numerals & inversions; covers tonic dominant to secondary.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3 or 3.2
Sce: Micro-Music Inc. \$190
Rev's: EL 10/81(+)

CHORD MARIA (Skills pract)
 4)Subj/Topic: Music Grades: 9-14
Description: Practice on chords with recognition of 4 voice chords in any combination of chord qualities & inversions.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS 3.3 or 3.2
Sce: Micro-Music Inc. \$190

GUIDE, FOREIGN INSTRUMENT (Rote drill)
 5)Subj/Topic: Music Grades: 9-14
Description: Identify spell & recall common foreign instrument names; difficulty controlled by student.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3 or 3.2
Sce: Micro-Music Inc. \$90

INTERVAL DRILLMASTER (Skills pract)
 6)Subj/Topic: Music Grades: 9-12
Description: Provides practice in identifying & notat'g simple melodic intervals; includes record-keeping.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Conduit \$75

ENVELOPE SHAPER (Computl tool)
 7)Subj/Topic: Music Grades: 9-12
Description: Allows user to design & construct music timbres by plotting envelope of harmonics; HIREs display of waveforms.
Syst(s): Apple
Lang/Min Hdware: BASIC; Apple II, DAC brd
Sce: Micro-Music Inc. \$100

MUSIC COMPOSER (Computl tool)
 8)Subj/Topic: Music Grades: 9-12
Description: User may compose & perform using 1-4 voices; graphic entry; music displayed; Fourier timbre constr'n; saves.
Syst(s): Apple
Lang/Min Hdware: BASIC; MMI DAC board
Sce: Micro-Music Inc. \$175
Rev's: JRM V1(+)

MUSIC THEORY (Tutorial)
 9)Subj/Topic: Music Grades: 1-12
Description: Teaches how to read music and improves listening skills; on disk \$19.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K+ tape or disk
Sce: Instant Software \$14.95

NOTES & SCALES - MAJOR (Tutorial)
 10)Subj/Topic: Music Grades: 9-12
Description: Introduction to chromatic & major scale with sound; helps students understand and build scales; also on disk.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comalдор \$20

FINE ARTS: Photography

PHOTOGRAPHY FUNDAMENTALS (Tutorial)
 11)Subj/Topic: Photography Grades: 10-12
Description: 16 programs using graphics to describe photographic fundamentals and optics.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + disk
Sce: Sheridan College \$150

FOREIGN LANGUAGE



FOREIGN LANGUAGE: French

HOME VOCABULARY (Rote drill)
 12)Subj/Topic: General Grades: 2-6
Description: Drills listening, speaking, reading, writing; hi-res grafx, voice; French or Spanish; requires Supertalker ` \$250.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+2d, voice syn
Sce: Bipacs \$99

OCCUPATIONS VOCABULARY (Rote drill)
 13)Subj/Topic: General Grades: 2-6
Description: Drills listening, speaking, reading, writing; hi-res grafx, voice; French or Spanish; requires Supertalker ` \$250.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+2d, voice syn
Sce: Bipacs \$99

PLACES VOCABULARY (Rote drill)
 14)Subj/Topic: General Grades: 2-6
Description: Drills listening, speaking, reading, writing; hi-res grafx, voice; French or Spanish; requires a Supertalker ` \$250.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+2d, voice syn
Sce: Bipacs \$99

OFFICE VOCABULARY (Rote drill)
 15)Subj/Topic: General Grades: 2-6
Description: Drills listening, speaking, reading, writing; hi-res grafx, voice; French or Spanish; requires Supertalker ` \$250.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+d, voice syn
Sce: Bipacs \$99

VOCABULARY PROMPTER (Rote drill)
 16)Subj/Topic: General Grades: 3-12
Description: Learning aid for vocabulary on any Latin-character-based language; prompts can be words, phrases or questions.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Jagdstaffel Software \$29.95
Rev's: IW V4#12(+)

CASTLE BUILDER TFL-1 (Educ'l game)
 17)Subj/Topic: General Grades: 6-12
Description: Teacher creates own exercise & drill in French, German, Russian, Spanish or Eng; alphabets provided; 3 games.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Software \$95

MONSTER MAKER TFL-2 (Educ'l game)
 18)Subj/Topic: General Grades: 6-12
Description: Teacher creates own drill & exercise in French, German, Russian, Spanish or Eng; alphabets provided; 3 games.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Software \$95

SUB CHASE TFL-3 (Educ'l game)
 19)Subj/Topic: General Grades: 6-12
Description: Teacher creates own drill & exercise in French, German, Russian, Spanish or Eng; alphabet provided; 3 games.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Software \$95

HELICOPTERS TFL-4 (Educ'l game)
 20)Subj/Topic: General Grades: 6-12
Description: Teacher creates own drill &

exercise in French, German, Russian, Spanish or Eng; alphabets provided; 3 games.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Software \$95

FOREIGN LANG VOCABUL'Y DRILL (Rote drill)
 21)Subj/Topic: General Grades: 7-12
Description: Drill on foreign language vocabulary; available in German, Spanish, or French.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Computations \$24.95

COUNTER (Skills pract)
 22)Subj/Topic: French Grades: 1-3
Description: Learn to count to 15 in French; displays objects, controllers required.
Syst(s): Atari
Lang/Min Hdware: BASIC; 8K + tape
Sce: Atari Prog Exchng \$29.95

VERB TUTORIAL (Tutorial)
 23)Subj/Topic: French Grades: 4-9
Description: Prog'm uses comparative linguistics to intro er verb endings; subject pronouns reviewed; drill appended.
Syst(s): Com 64 PET
Lang/Min Hdware: BASIC; 32K + disk
Sce: Ordinafrançais \$85 [pk22,9p]**

VERB DRILL (Rote drill)
 24)Subj/Topic: French Grades: 4-9
Description: Program randomly selects subject pronoun & verb stem; student types verb ending; status line, reward included.
Syst(s): Com 64 PET
Lang/Min Hdware: BASIC; 32K + disk
Sce: Ordinafrançais \$85 [pk22,9p]**

RE VERB TUTORIAL (Tutorial)
 25)Subj/Topic: French Grades: 4-9
Description: Conditional review of subject pronouns plus quiz on & teaching of re verb endings; er-re verb drill appen'd.
Syst(s): Com 64 PET
Lang/Min Hdware: BASIC; 32K + disk
Sce: Ordinafrançais \$85 [pk22,9p]**

RE-RE VERB DRILL (Rote drill)
 26)Subj/Topic: French Grades: 4-9
Description: Selects re or er-re; random print of pronoun & verb stem; student types ending; status line, reward incl.
Syst(s): Com 64 PET
Lang/Min Hdware: BASIC; 32K + disk
Sce: Ordinafrançais \$85 [pk22,9p]**

IR VERB TUTORIAL (Tutorial)
 27)Subj/Topic: French Grades: 4-10
Description: Reviews subject pronouns & ir verb endings; conditional branching to student responses.
Syst(s): Com 64 PET
Lang/Min Hdware: BASIC; 32K + disk
Sce: Ordinafrançais \$85 [pk22,9p]**

RE-IR VERB DRILL (Rote drill)
 28)Subj/Topic: French Grades: 4-10
Description: Student drilled on verb endings after selecting verb types; random selection insures no two drills alike.
Syst(s): Com 64 PET
Lang/Min Hdware: BASIC; 32K + disk
Sce: Ordinafrançais \$85 [pk22,9p]**

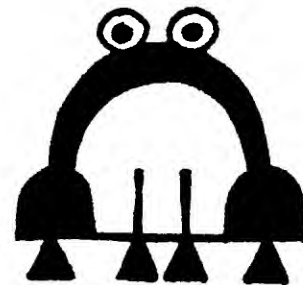
SUBJECT PRONOUN DRILL (Rote drill)
 29)Subj/Topic: French Grades: 4-9
Description: Choice of drill type: matching, French given & student types Eng & vice versa; random selection; reward.
Syst(s): Com 64 PET
Lang/Min Hdware: BASIC; 32K + disk
Sce: Ordinafrançais \$85 [pk22,9p]**

† This is a new entry in THE SOFTWARE FINDER.

‡ TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.

LEARN FRENCH WITH COMMODORE PET YOUR



FRENCH VERB CAI PACKAGE

\$85 (shipping &
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1. ER VERB TUTORIAL*
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3. IR VERB TUTORIAL*
4. ER VERB DRILL
5. RE VERB DRILL
6. ER / RE VERB DRILL
7. IR VERB DRILL
8. ER/RE/IR VERB DRILL
9. IRREG. VERB DRILL #1
10. IRREG. VERB DRILL #2

* Programmed
learning with
extensive
response-
dependent
branching

Documentation incl.

Classroom tested

Fully de-bugged

FOREIGN LANGUAGE: French (CONT)

†IRREGULAR VERB DRILL #1 (Rote drill)

1) Subj/Topic: French Grades: 4-10
Description: Stud't drilled frm choice of 15 common irreg verbs; random selc'tn of infinitive, pronoun; stud't types form.
Syst(s): Com 64 PET
Lang/Min Hdwr: BASIC; 32K + disk
Sce: Ordinafrancais \$85 [pk22,9p]**

†FRENCH (Skills pract)

2) Subj/Topic: French Grades: 5-12
Description: Vocabulary builder for beginning French student; optional multiple choice or spelled-out responses.
Syst(s): PET
Lang/Min Hdwr: BASIC; 8K + tape
Sce: Tycom Associates \$15.95
Rev's: CC 1/81(+)

†FRENCH SPELLING L'VLS 1&2 (Rote drill)

3) Subj/Topic: French Grades: 5-12
Description: Spelling practice; 5 words displayed, then shown with random letters missing; errors shown after 25 tries.
Syst(s): VIC-20
Lang/Min Hdwr: BASIC; 5K + tape
Sce: Athena Software \$7.95

†FRENCH BASEBALL (Educ'l game)

4) Subj/Topic: French Grades: 5-12
Description: Teaches vocabulary words w/ baseball game format; 2 levels; 200 words; user modifiable; incorrect answers rev'wd.
Syst(s): TRScol
Lang/Min Hdwr: BASIC; 16K + tape
Sce: Computer Island \$19.95
Rev's: RB 11/82

†IRREGULAR VERB DRILL #2 (Rote drill)

5) Subj/Topic: French Grades: 6-12
Description: Drill from select'n of 15 higher-level irreg verbs incl reflexives; status line, help routine & reward.
Syst(s): Com 64 PET
Lang/Min Hdwr: BASIC; 32K + disk
Sce: Ordinafrancais \$85 [pk22,9p]**

†UN COURS DE GRAMMAIRE (Skills pract)

6) Subj/Topic: French Grades: 6-12
Description: Review essn'tl French gram'r concepts; multiple choice & fill-in questions & exam; test file to record scores.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K+d; Aplsft
Sce: Gessler Publishing \$43.95

†LA GUILLOTINE (Educ'l game)

7) Subj/Topic: French Grades: 6-9
Description: Hangman game format for learning French.
Syst(s): Apple TRS-80
Lang/Min Hdwr: BASIC; 48K + disk
Sce: Gessler Publishing \$27.95

†POKER PARI (Educ'l game)

8) Subj/Topic: French Grades: 6-12
Description: Students review French culture, grammar & vocab by means of cards being dealt to each team or player.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$32.95

†PRESENT & PAST VERB TENSES (Tutorial)

9) Subj/Topic: French Grades: 6-12
Description: Introductory lessons, examples for conjugation of regular & irregular verbs in present & past tense.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$32.95

†PRESENT TENSE OF REG VERBS (Skills pract)

10) Subj/Topic: French Grades: 6-8
Description: Student reviews conjugation of -er, -ir, & -re French verbs.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 48K+ disk
Sce: Gessler Publishing \$24.95

†LA CARTE DE FRANCE (Educ'l game)

11) Subj/Topic: French Grades: 6-12
Description: Students learn about regions of France thru map-related activities; includes final exam.
Syst(s): Apple

Lang/Min Hdwr: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$43.95

†LES CARIERS, LE LABYRINTHE (Educ'l game)

12) Subj/Topic: French Grades: 6-12
Description: 2 culture games in which students respond to culture questions or unscramble French words.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$32.95

†PROMOTS RELATIVES & INTER'S (Skills pract)

13) Subj/Topic: French Grades: 6-12
Description: Students review relative and interrogative pronouns.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$33.95

†ANTONYMS & SYNONYMS (Educ'l game)

14) Subj/Topic: French Grades: 6-12
Description: Students learn French synonyms and antonyms thru concentration game.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 48K+dsk
Sce: Gessler Publishing \$29.95

†LA FUSEE FR-1A (Educ'l game)

15) Subj/Topic: French Grades: 6-12
Description: Game & reference program on conjugations in present tense of French verbs.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†LA POMAISE FR-1B (Educ'l game)

16) Subj/Topic: French Grades: 6-12
Description: Game & reference program on possessive & demonstrative French adjectives.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

† This is a new entry in THE SOFTWARE FINDER.

% TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.

FOREIGN LANGUAGE: French (CONT)**†L'ATTAQUE FR 2A** (Educ'l game)

1)Subj/Topic: French Grades: 6-12
Description: Game & reference program on agreement of French adjectives.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†LA TEMPETE FR 2B (Educ'l game)

2)Subj/Topic: French Grades: 6-12
Description: Game & reference program on avoir, aller, etre & irregular French verbs.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†LE CANON FR-3A (Educ'l game)

3)Subj/Topic: French Grades: 6-12
Description: Game & reference program on avoir with passe compose.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†SUPER TOE FR-3B (Educ'l game)

4)Subj/Topic: French Grades: 6-12
Description: Game & reference program on etre with passe compose.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

FRENCH NOUNS (Rote drill)

5)Subj/Topic: French Grades: 7-12
Description: Student chooses number of nouns he wishes to review. Given in English; 2 chances to get proper French noun.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
See: Comm>Data Comp Hse \$9.95

FOREIGN LANGUAGE: FRENCH (Rote drill)

6)Subj/Topic: French Grades: 7-14
Description: A fun way to learn foreign languages; each disk includes over 800 entries ranging from easy to hard.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
See: Sliwa Enterprises \$30

FRENCH DELICACY (Educ'l game)

7)Subj/Topic: French Grades: 7-8
Description: Vocabulary & spelling game for the entire first-year French class; with English hints, sound & documents.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III, tape
See: Curriculum Appl'ns \$19.95

THE FRENCH HANGMAN (Educ'l game)

8)Subj/Topic: French Grades: 7-12
Description: Practice French in Hangman game format; 300 words, 175 sentences, proper French orthography.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
See: George Earl \$29.95
Rev's: SMW W82(+); SMW W82(0)

†L'ATERRISSAGE FR-4A (Educ'l game)

9)Subj/Topic: French Grades: 7-12
Description: Game & reference program on French antonyms.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†GRAM PRIX FR-4B (Educ'l game)

10)Subj/Topic: French Grades: 7-12
Description: Game & reference program on French object pronouns.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†LE GRAND CHATEAU FR-5A (Educ'l game)

11)Subj/Topic: French Grades: 7-12
Description: Game & reference program on agreement of French participles.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†LES COUREURS FR-5B (Educ'l game)

12)Subj/Topic: French Grades: 7-12
Description: Game & reference program on negation/passe compose.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†LE MONSTRE FR-6A (Educ'l game)

13)Subj/Topic: French Grades: 7-12
Description: Game & reference program on passe compose of reflexives.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†SUPER TOE FR-6B (Educ'l game)

14)Subj/Topic: French Grades: 7-12
Description: Game & reference program on passe compose varieties.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†FRENCH VOCABULARY DRILL (Rote drill)

15)Subj/Topic: French Grades: 7-12
Description: Practice in learning French vocabulary; practice file; option to enter input & save specific files.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
See: Compu-Tations \$24.95

LANGUAGE TEACHER - FRENCH (Rote drill)

16)Subj/Topic: French Grades: 9-12
Description: Drills and tests on word combinations, conjugations, and phrases; French to English and vice versa.
Syst(s): Atari TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
See: Acorn Software Prod \$29.95
Rev's: SMW W/82

CONVERSATIONAL FRENCH (Skills pract)

17)Subj/Topic: French Grades: 9-12
Description: Practice on phrases needed for travelling; phrases spelled, spoken & illustrated simultaneously; 5 cassettes.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K + tape
See: Atari Inc. \$ n/av

ADVENTURE (ENGLISH/FRENCH) (Educ'l game)

18)Subj/Topic: French Grades: 9-12
Description: User explores huge cavern & tries to bring back treasures; thrilling adventures; dialog in French or English.
Syst(s): CP/M
Lang/Min Hdwre: Machine; 48K + disk
See: Compuware \$24.95

ASTRO WORD SEARCH: FRENCH (Skills pract)

19)Subj/Topic: French Grades: 9-11
Description: Creates word-search puzzles with French words, reports student performance; Apple & Atari disk vers, \$23.95.
Syst(s): Apple Atari TRS-80
Lang/Min Hdwre: BASIC; 16K; Ap+d; others+t
See: Program Design Inc \$16.95

†FRENCH VERB CONJUGATIONS (Rote drill)

20)Subj/Topic: French Grades: 9-12
Description: Gives infinitive of verb, a subject pronoun & 1 of 8 tenses; student enters conjugated verb; reports perf'nc.
Syst(s): CBM PET
Lang/Min Hdwre: BASIC; 16K + tape
See: Tycom Associates \$15.95

FOREIGN LANGUAGE: German**†COUNTER** (Skills pract)

21)Subj/Topic: German Grades: 1-3
Description: Learn to count to 15 in German; displays objects, controllers required.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K + tape
See: Atari Prog Exchg \$29.95

††GERMAN SPELLING L'VLS 1&2 (Rote drill)

22)Subj/Topic: German Grades: 5-12

Description: Spelling practice; 5 words displayed, then shown with random letters missing; errors shown after 25 tries.

Syst(s): VIC-20

Lang/Min Hdwre: BASIC; 5K + tape

See: Athena Software \$7.95

†POKER PARAT (Educ'l game)

23)Subj/Topic: German Grades: 6-12
Description: Student reviews German culture, grammar & vocab by means of cards dealt to each team or player.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; Aplsft
See: Gessler Publishing \$39.95

†DEUTSCHE GRAMMATIK (Skills pract)

24)Subj/Topic: German Grades: 6-12
Description: Student reviews declension of definite article, accusative, dative, either/or prepositions.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; Aplsft
See: Gessler Publishing \$29.95

†ANTONYMS (Educ'l game)

25)Subj/Topic: German Grades: 6-12
Description: Student reviews German antonyms via concentration type game.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 48K+dsk
See: Gessler Publishing \$25.95

†DIE RAKETE GE-1A (Educ'l game)

26)Subj/Topic: German Grades: 6-12
Description: Game & reference program on German regular present tense.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†DIE WETTFAHRT GE-1B (Educ'l game)

27)Subj/Topic: German Grades: 6-12
Description: Game & reference program on German DER-words & EIN-words.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†DIE BURG GE-2A (Educ'l game)

28)Subj/Topic: German Grades: 6-12
Description: Game & reference program on the German irregular present tense.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†EIN WETTLAUF GE-2B (Educ'l game)

29)Subj/Topic: German Grades: 6-12
Description: Game & reference program on German haben, sein & werden.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†DAS UNGEHEUER GE-3A (Educ'l game)

30)Subj/Topic: German Grades: 6-12
Description: Game & reference program on the German irregular past tense.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

†DER KRIEG GE-3B (Educ'l game)

31)Subj/Topic: German Grades: 6-12
Description: Game & reference program on the German future tense.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
See: Schoolhouse Softwe \$55

FOREIGN LANGUAGE: GERMAN (Rote drill)

32)Subj/Topic: German Grades: 7-14
Description: A fun way to learn foreign languages; each disk includes over 800 entries ranging from easy to hard.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
See: Sliwa Enterprises \$30

FOREIGN LANGUAGE: German (CONT)

†**SUPER TOE GE-4A** (Educ'l game)
 1)Subj/Topic: German Grades: 6-12
 Description: Game & reference program on the German accusative case.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + DOS 3.3
 Sce: Schoolhouse Softwe \$55

†**DER KAEFER GE-4B** (Educ'l game)
 2)Subj/Topic: German Grades: 7-12
 Description: Game & reference program on the German regular past tense.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + DOS 3.3
 Sce: Schoolhouse Softwe \$55

†**DIE LÄNDUNG GE-5A** (Educ'l game)
 3)Subj/Topic: German Grades: 7-12
 Description: Game & reference program on German modal auxiliaries.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + DOS 3.3
 Sce: Schoolhouse Softwe \$55

†**DAS GEWITTER GE-5B** (Educ'l game)
 4)Subj/Topic: German Grades: 7-12
 Description: Game & reference program on the German present perfect tense.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + DOS 3.3
 Sce: Schoolhouse Softwe \$55

†**DAS U-BOOT GE-6A** (Educ'l game)
 5)Subj/Topic: German Grades: 7-12
 Description: Game & reference program on the German dative case.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + DOS 3.3
 Sce: Schoolhouse Softwe \$55

†**SUPER TOE GE-6B** (Educ'l game)
 6)Subj/Topic: German Grades: 7-12
 Description: Game & reference program on German acc, dat & gen cases.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + DOS 3.3
 Sce: Schoolhouse Softwe \$55

MICRO-DEUTSCH (Rote drill)
 7)Subj/Topic: German Grades: 9-12
 Description: 24 grammar lessons covering all material in an introductory German course, plus four test units.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; 32K + tape
 Sce: Krell Software \$179

APFELDEUTSCH (Tutorial)
 8)Subj/Topic: German Grades: 9-12
 Description: Complete self-study course in German with six sound cassettes, workbook, textbook, 7 Apple disks.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 32K + disk
 Sce: Wida Software \$230

LANGUAGE TEACHER - GERMAN (Rote drill)
 9)Subj/Topic: German Grades: 9-12
 Description: Drills and tests on word combinations, conjugations, and phrases; German to English and vice versa.
 Syst(s): Atari TRS-80
 Lang/Min Hdwre: BASIC; 32K + disk
 Sce: Acorn Software Prod \$29.95

CONVERSATIONAL GERMAN (Skills pract)
 10)Subj/Topic: German Grades: 9-12
 Description: Practice on phrases needed for travelling; phrases are simultaneously spelled, spoken & illustrated; 5 tapes.
 Syst(s): Atari
 Lang/Min Hdwre: BASIC; 16K + tape
 Sce: Atari Inc. \$ n/av

REFLEXIVE PRONOUNS (Skills pract)
 11)Subj/Topic: German Grades: 9-12
 Description: Personal pronoun and case (dative or accusative) are given, student enters the reflexive form.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95

POSSESSIVE PRONOUNS (Skills pract)
 12)Subj/Topic: German Grades: 9-12
 Description: Student gives missing inflectional endings for possessive pronouns in sentences.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95

MODAL (AUXILIARY) VERBS (Skills pract)
 13)Subj/Topic: German Grades: 9-12
 Description: Given an English sentence, user enters German article, noun, modal verb & non-modal infinitive.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95

SEPARABLE PREFIX VERBS (Skills pract)
 14)Subj/Topic: German Grades: 9-12
 Description: Given a German infinitive, the user responds with the third person singular of a separable prefix verb.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95

PERSONAL PRONOUN (Skills pract)
 15)Subj/Topic: German Grades: 9-12
 Description: Practice supplying correct case forms of personal pronouns, i.e., accusative, dative, or genitive.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95

COMPARA/SUPERLATIVE, ADJ'S (Skills pract)
 16)Subj/Topic: German Grades: 9-12
 Description: Practice using comparative and superlative forms of common adjectives.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95

BASIC VERBS (Skills pract)
 17)Subj/Topic: German Grades: 9-12
 Description: Practice using common verbs in several different contexts; helps build a useful vocabulary of action words.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95

ADJECTIVES (Skills pract)
 18)Subj/Topic: German Grades: 9-12
 Description: Practice using adjectives in several different different formats.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95
 Rev's: SMW Su81(0)

NOUNS (Skills pract)
 19)Subj/Topic: German Grades: 9-12
 Description: Vocabulary practice on singular and plural nouns and articles in all 4 cases.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95

ADVERBS AND CONJUNCTIONS (Skills pract)
 20)Subj/Topic: German Grades: 9-12
 Description: Practice using a useful set of adverbs and conjunctions in different formats.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95

SEIN AND HABEN (Skills pract)
 21)Subj/Topic: German Grades: 9-12
 Description: Practice using sein and haben in first, second, and third person forms, both singular and plural.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95

STRONG AND IRREGULAR VERBS (Skills pract)
 22)Subj/Topic: German Grades: 9-12
 Description: Practice with strong and irregular verbs, either for translation or for the "principal parts".
 Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Micro Learningware \$7.95

%GERMAN (Rote drill)
 23)Subj/Topic: German Grades: 9-12
 Description: Passive review, active drill on vocabulary (nouns & verbs); drills mult choice or full-answer; reports perform'nc.
 Syst(s): CBM PET
 Lang/Min Hdwre: BASIC; 8K + tape
 Sce: Tycom Associates \$19.95

FOREIGN LANGUAGE: Italian

†**ITALIAN BASEBALL** (Educ'l game)
 24)Subj/Topic: Italian Grades: 5-12
 Description: Teaches vocabulary words w/ baseball game format; 2 levels; 200 words; user modifiable; incorrect answers rev'wd.
 Syst(s): TRSCol
 Lang/Min Hdwre: BASIC; 16K + tape
 Sce: Computer Island \$19.95
 Rev's: RB 11/82

LANGUAGE TEACHER - ITALIAN (Rote drill)
 25)Subj/Topic: Italian Grades: 9-12
 Description: Drills and tests on word combinations, conjugations, and phrases; Italian to English and vice versa.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 32K + disk
 Sce: Acorn Software Prod \$29.95

CONVERSATIONAL ITALIAN (Skills pract)
 26)Subj/Topic: Italian Grades: 9-12
 Description: Practice on phrases needed for travelling; phrases are simultaneously spelled, spoken & illustrated; 5 tapes.
 Syst(s): Atari
 Lang/Min Hdwre: BASIC; 16K + tape
 Sce: Atari Inc. \$ n/av

FOREIGN LANGUAGE: Latin

ROMAN BANQUET (Educ'l game)
 27)Subj/Topic: Latin Grades: 7-8
 Description: Vocabulary & spelling game for the entire first-year Latin class; with English hints, sound, & documents.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Curriculum Appl'ns \$19.95

FOREIGN LANGUAGE: Russian

†**RAKETA RU-1A** (Educ'l game)
 28)Subj/Topic: Russian Grades: 6-12
 Description: Game & reference program on the Russian Cyrillic alphabet.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + DOS 3.3
 Sce: Schoolhouse Softwe \$55

†**PODVODNAYA LODKA RU-1B** (Educ'l game)
 29)Subj/Topic: Russian Grades: 6-12
 Description: Game & reference program on Russian gender identification.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + DOS 3.3
 Sce: Schoolhouse Softwe \$55

†**GONKI RU-2A** (Educ'l game)
 30)Subj/Topic: Russian Grades: 6-12
 Description: Game & reference program on Russian possessive adjectives.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + DOS 3.3
 Sce: Schoolhouse Softwe \$55

FOREIGN LANGUAGE: Russian (CONT)

†**SUPER TOE RU-2B** (Educ'l game)
1)Subj/Topic: Russian Grades: 6-12
Description: Game & reference program on Russian present tense conjugations.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†**KREML RU-3A** (Educ'l game)
2)Subj/Topic: Russian Grades: 6-12
Description: Game & reference program on Russian accusative & genitive.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†**BASEKOMIYE RU-3B** (Educ'l game)
3)Subj/Topic: Russian Grades: 6-12
Description: Game & reference program on Russian perfective pairs.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†**MOI KLOP RU-4A** (Educ'l game)
4)Subj/Topic: Russian Grades: 7-12
Description: Game & reference program on the Russian genitive case.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†**PUSHKA RU-4B** (Educ'l game)
5)Subj/Topic: Russian Grades: 7-12
Description: Game & reference program on the Russian dative case.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†**POSADKA RU-5A** (Educ'l game)
6)Subj/Topic: Russian Grades: 7-12
Description: Game & reference program on the Russian locative case.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†**MA DACHE RU-5B** (Educ'l game)
7)Subj/Topic: Russian Grades: 7-12
Description: Game & reference program on the Russian instrumental case.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†**CHUDOVISHCHE RU-6A** (Educ'l game)
8)Subj/Topic: Russian Grades: 7-12
Description: Game & reference program on Russian past tense formations.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†**SUPER TOE RU-6B** (Educ'l game)
9)Subj/Topic: Russian Grades: 7-12
Description: Game & reference program on the Russian future tense.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

EVERYDAY RUSSIAN (Tutorial)
10)Subj/Topic: Russian Grades: 9-12
Description: Intros wrds relatd to foods, eating places, signs & stores; also alphabet practice; in 2-prog Apple disk pkg \$29.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; TRS16K+t; Ap48K+d
Sce: Instant Software \$14.95

BEGINNER'S RUSSIAN (Tutorial)
11)Subj/Topic: Russian Grades: 9-12
Description: Recog'n, pronunciat'n of Cyrillic alphabet; intros simple words; 3prgs; w/ Everyday Russian on Apple disk \$29.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; Ap48K+d; TRS16K+t
Sce: Instant Software \$14.95
Rev's: PM Su80(+); IW 9/82(+)

†**RUSSIAN DISK** (Tutorial)
12)Subj/Topic: Russian Grades: 9-12

Description: Teaches Cyrillic alphabet & special phrases; beginners & everyday Russian.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Instant Software \$29.95
Rev's: IW 9/82(+)

FOREIGN LANGUAGE: Spanish

†**COUNTIE** (Skills pract)
13)Subj/Topic: Spanish Grades: K-3
Description: Learn to count to 15 in Spanish; displays objects, controllers required.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Atari Prog Exchnng \$29.95

†**SPANISH BASEBALL** (Educ'l game)
14)Subj/Topic: Spanish Grades: 5-12
Description: Teaches vocabulary words w/ baseball game format; 2 levels; 200 words; user modifiable; incorrect answers rev'wd.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Computer Island \$19.95
Rev's: RB 11/82

†**LA CORRIDA DE TOROS** (Educ'l game)
15)Subj/Topic: Spanish Grades: 6-9
Description: Hangman game format for learning Spanish..
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Gessler Publishing \$27.95

†**POKER LISTO** (Educ'l game)
16)Subj/Topic: Spanish Grades: 6-12
Description: Students review Spanish culture, grammar & vocab by means of cards dealt to each team or player.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$39.95

†**SPANISH GRAMMAR II** (Skills pract)
17)Subj/Topic: Spanish Grades: 6-9
Description: Review of imperfect vs. preterite in Spanish.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 48K+dsk
Sce: Gessler Publishing \$24.95

†**SPANISH GRAMMAR I** (Skills pract)
18)Subj/Topic: Spanish Grades: 6-9
Description: Review of ser vs. estar, por vs. para.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 48K+ disk
Sce: Gessler Publishing \$32.95

†**SPANISH GRAMMAR REVIEW PT6** (Skills pract)
19)Subj/Topic: Spanish Grades: 6-9
Description: Students review por vs para, use of definite articles, question words.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$33.95

†**SPANISH GRAMMAR REVIEW PT7** (Skills pract)
20)Subj/Topic: Spanish Grades: 6-9
Description: Student reviews use and placement of direct and indirect object pronouns.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$27.95

†**SPANISH GRAMMAR REVIEW PT5** (Skills pract)
21)Subj/Topic: Spanish Grades: 6-8
Description: Students review familiar and formal commands in the affirmative and negative.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$27.95

†**SPANISH GRAMMAR REVIEW PT4** (Skills pract)
22)Subj/Topic: Spanish Grades: 9-12
Description: Stud't reviews subjunctive of reg & irreg verbs, subjunctive w/ noun,

adjective & adverbial clauses.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$42.95

†**SPANISH GRAMMAR REVIEW PT3** (Skills pract)
23)Subj/Topic: Spanish Grades: 6-9
Description: Students review future and conditional tenses of regular verbs.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$37.95

†**SPANISH GRAMMAR REVIEW PT2** (Skills pract)
24)Subj/Topic: Spanish Grades: 6-9
Description: Stud't reviews preterite and imperfect of regular & irregular verbs, use of preterite vs. imperfect.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48L+dsk; Aplsft
Sce: Gessler Publishing \$42.95

†**SPANISH GRAMMAR REVIEW PT1** (Skills pract)
25)Subj/Topic: Spanish Grades: 6-8
Description: Program reviews present tense of regular & irregular verbs & ser vs. estar.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$33.95

†**ANAGRAMAS HISPANOAMERICANO** (Educ'l game)
26)Subj/Topic: Spanish Grades: 6-12
Description: Geography of So. & Central America, Mexico & Caribbean taught using color graphic map & anagrams.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$37.95

†**SPANISH WORD ORDER** (Skills pract)
27)Subj/Topic: Spanish Grades: 6-12
Description: Students practice sentence structure by rearranging scrambled words' to form sentences.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk; Aplsft
Sce: Gessler Publishing \$34.95

†**SYNONYMS & ANTONYMS** (Educ'l game)
28)Subj/Topic: Spanish Grades: 6-12
Description: Students review Spanish antonyms & synonyms via concentration game.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 48K+dsk
Sce: Gessler Publishing \$29.95

†**EL ATERRIZAJE SP-1A** (Educ'l game)
29)Subj/Topic: Spanish Grades: 6-12
Description: Game & reference program on Spanish -ar verbs; present tense.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†**EL TIRO AL BLANCO SP-1B** (Educ'l game)
30)Subj/Topic: Spanish Grades: 6-12
Description: Game & reference program on Spanish gender and plurals.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†**EL CASTILLO SP-2A** (Educ'l game)
31)Subj/Topic: Spanish Grades: 6-12
Description: Game & reference program on present tense of Spanish -ar, -er, -ir verbs.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†**EL COBETE SP-2B** (Educ'l game)
32)Subj/Topic: Spanish Grades: 6-12
Description: Game & reference program on Spanish possessive & demonstrative adjectives.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DIS 3.3
Sce: Schoolhouse Softwe \$55

† This is a new entry in THE SOFTWARE FINDER.

FOREIGN LANGUAGE: Spanish (CONT)

†LOS BICHOS SP-3A (Educ'l game)

1) Subj/Topic: Spanish Grades: 6-12
Description: Game & reference program on agreement of Spanish adjectives.Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†EL SUBMARINO SP-3B (Educ'l game)

2) Subj/Topic: Spanish Grades: 6-12
Description: Game & reference program on Spanish estar, ser, hacer, ir & tener.Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†CONVERSATIONAL SPANISH (Skills pract)

3) Subj/Topic: Spanish Grades: 6-14
Description: Spells out phrases with pictures while instructor pronounces phrases correctly; 5 cassettes & workbook.Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Atari Inc. \$59.95

FOREIGN LANGUAGE: SPANISH (Rote drill)

4) Subj/Topic: Spanish Grades: 7-14
Description: A fun way to learn foreign languages; each disk includes over 800 entries ranging from easy to hard.Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
Sce: Sliwa Enterprises \$30

PRACTICANDO ESPANOL (Rote drill)

5) Subj/Topic: Spanish Grades: 7-12
Description: Provides verb drills covering all tenses of Spanish verbs (except perf. subj., future & cond. perfects).Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K, DOS 3.2.1
Sce: Conduit \$100
Rev's: JCR V1#1(+)

SPANISH SIRLOIN (Educ'l game)

6) Subj/Topic: Spanish Grades: 7-8
Description: Vocabulary & spelling game for the entire first-year Spanish class; English hints, sound & documents.Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III, tape
Sce: Curriculum Appl'ns \$19.95

ALICIA BILING. SPANISH RDR (Skills pract)

7) Subj/Topic: Spanish Grades: 7-12
Description: Practice Spanish translation and spelling in bilingual translation of "Alice in Wonderland".Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: George Earl \$29.95
Rev's: SMW W82(0); SMW Su82(0)

SPANISH HANGMAN (Educ'l game)

8) Subj/Topic: Spanish Grades: 7-12
Description: Practice Spanish in Hangman game format; 1600 words, 450 sentences.Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: George Earl \$29.95
Rev's: PM W81(+); SMW Su82(+); SMW W82(+)

†SPANISH (Rote drill)

9) Subj/Topic: Spanish Grades: 7-10
Description: Gives passive review & active drill on Spanish vocabulary and verb endings; vocab Span to Engl or vice versa.Syst(s): CBM PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Tycom Associates \$19.95

†PRES SUBJUNCTIVE OF VERBS (Skills pract)

10) Subj/Topic: Spanish Grades: 7-9
Description: Student reviews present subjunctive of regular & irregular Spanish verbs.Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Gessler Publishing \$24.95

†LA TROMADA SP-4A (Educ'l game)

11) Subj/Topic: Spanish Grades: 7-12
Description: Game & reference program on

Spanish antonyms.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†LA PISTA SP-4B (Educ'l game)

12) Subj/Topic: Spanish Grades: 7-12
Description: Game & reference program on Spanish present tense irregularities.Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†EL ATAQUE SP-5A (Educ'l game)

13) Subj/Topic: Spanish Grades: 7-12
Description: Game & reference program on the Spanish preterit.Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†SUPER TOE SP-5B (Educ'l game)

14) Subj/Topic: Spanish Grades: 7-12
Description: Game & reference program on the Spanish imperfect.Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Schoolhouse Softwe \$55

†SPANISH VOCABULARY DRILL (Rote drill)

15) Subj/Topic: Spanish Grades: 7-12
Description: Practice learning Spanish to English vocabulary & vice versa; specific files can be entered & saved.Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Compu-Tations \$24.95

†GERMAN VOCABULARY DRILL (Rote drill)

16) Subj/Topic: Spanish Grades: 7-12
Description: Practice in German to English vocabulary & vice versa; 1982 vocabulary of the year award.Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Compu-Tations \$24.95

ASTRO WORD SEARCH: SPANISH (Skills pract)

17) Subj/Topic: Spanish Grades: 8-11
Description: Creates word search puzzles with Spanish words; reports student performance; Apple, Atari disk vers \$23.95.Syst(s): Apple Atari TRS-80
Lang/Min Hdwre: BASIC; 16K; Ap+d; others+t
Sce: Program Design Inc \$16.95
Rev's: PM Su81

LANGUAGE TEACHER - SPANISH (Rote drill)

18) Subj/Topic: Spanish Grades: 9-12
Description: Drills and tests on word combinations, conjugations, and phrases; Spanish to English and vice versa.Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Acorn Software Prod \$29.95

†SPANISH DRILL & PRACTICE (Rote drill)

19) Subj/Topic: Spanish Grades: 9-12
Description: 18 program set provides drill & practice for 1st & 2nd year Spanish student.Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Mercer Systems \$49.95

FOREIGN LANGUAGE: Hebrew

HEBREW II (Teacher aid)

20) Subj/Topic: Hebrew Grades: 4-12
Description: Prints Hebrew right-to-left, with vowels; can be used to label pictures & graphs, print on paper w/ any gfx ptr.Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3, ptr
Sce: Anthro-Digital \$60

HEBREW II PLUS (Teacher aid)

21) Subj/Topic: Hebrew Grades: 4-12
Description: Prints on graphics printer & displays on screen both Hebrew & English characters together; with keyboard labels.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K+DOS3.3, ptr

Sce: Anthro-Digital \$90

GUIDANCE



†STUDY (Teacher aid)

22) Subj/Topic: General Grades: 6-12
Description: STUDY (students & teachers understanding direct service to youth); a computer assisted program evaluation.Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: David Lemire \$10

†SCI FI (Simulation)

23) Subj/Topic: General Grades: 6-12
Description: A computer assisted problem solving program for improving discipline in schools.Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: David Lemire \$10

GUIDANCE: Career Inform'n

CAREER INFORMATION SYSTEM (Data retr'val)

24) Subj/Topic: Career Inform'n Grades: 7-12
Description: Retrieves from large local & national data base to help students find out about careers of interest; 240 jobs.Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Random House \$375

†CAREER CHOICES (Computl tool)

25) Subj/Topic: Career Inform'n Grades: 7-14
Description: Computerized interest inventory; recommended career areas, computer printouts avail'ble on 300 spec'fc careers.Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Hoffman Educ Syst \$495

GUIDANCE: Psych Counsel'g

†FATE2 (Computl tool)

26) Subj/Topic: Psych Counsel'g Grades: 6-12
Description: FATE (formulating alternatives to enhance experience); a computer assisted decision making simulation.Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: David Lemire \$10

HEALTH



OUR BODIES (Tutorial)

27) Subj/Topic: General Grades: 1-3
Description: Simple approach to body systems & what they do, also to hygiene; incl game to check recall; disk version \$15.Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Right On Programs \$13

WHAT'S IN YOUR LUNCH? (Concept demo)

28) Subj/Topic: General Grades: 4-12
Description: Interactive program giving user nutrient value of a list of food items; Atari & PET in disk also.Syst(s): Apple Atari PET
Lang/Min Hdwre: BASIC; Ap48K+d; Atl6K/P8K
Sce: Lawr'nc Hall of Sc \$25

† This is a new entry in THE SOFTWARE FINDER. % TSF Discount Coupon gets 10% off on this product.

HEALTH: General (CONT)

COUNTING CALORIES (Concept demo)
 1)Subj/Topic: General Grades: 4-12
Description: Program computes calories/portion for user-entered dessert recipe; updates for chgd ingred's; also on disk.
Syst(s): Apple Atari CBM PET TRS-80
Lang/Min Hdware: BASIC; PET8K/other16K+t
Sce: Schl & Home CseWar \$15.95 [pk111,2p]**

HOME SAFE HOME (Tutorial)
 2)Subj/Topic: General Grades: 4-12
Description: Introduction to household hazards, e.g., fire, electric shock, falls, poison, etc. & their prevention; 4 disks.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: MCE \$165
Rev's: POC 4/82(+); SMW Su82(+)

POISON PROOF YOUR HOME (Tutorial)
 3)Subj/Topic: General Grades: 4-12
Description: Introduction to how may be poisoned, poison types, prevention, and what to do if someone poisoned; 5 disks.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: MCE \$210
Rev's: SMW Su82(0)

†TEETH (Tutorial)
 4)Subj/Topic: General Grades: 4-7
Description: Guides observations on animal skulls & child's own teeth; dental care emphasized; skull cards & guide incl.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap48K+d; TRS32K+t
Sce: Spectrum Software \$38

†HEALTH & OUR BODIES (Tutorial)
 5)Subj/Topic: General Grades: 4-6
Description: Provides in-depth study of workings & care of body systems, our reaction to daily living; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Ap16K+d; PET8K+t
Sce: Right On Programs \$13

DIET (Data retr'val)
 6)Subj/Topic: General Grades: 5-12
Description: Student enters physical and diet information; computer analyzes nutritional content.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; Ap48K+d; T/P 16K+t
Sce: Compuware \$24.95 [pk44,4p]**
Rev's: CC 12/81(0); TCT 12/81(0); SMW Su82(+)

†DIET (Data retr'val)
 7)Subj/Topic: General Grades: 6-12
Description: Retrieves nutrient data to explore adequacy of student's diet; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III, tape
Sce: Project LOCAL Soft \$17.95 [pk2,6p]**

RATS (Simulation)
 8)Subj/Topic: General Grades: 7-12
Description: Explore the use of slow and quick kill poisons and sanitation to eliminate a rat population.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; Ap48K+d; P/TL6K+t
Sce: Compuware \$24.95 [pk44,4p]**
Rev's: TCT 12/81(0)

MALARIA (Simulation)
 9)Subj/Topic: General Grades: 7-12
Description: Control malaria epidemic with medication, drugs, and pesticides; explore the various implications.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; Ap48K+d; P/TL6K+t
Sce: Compuware \$24.95 [pk44,4p]**
Rev's: CC 10/80; TCT 12/81(0)

†EAT SMART (Data retr'val)
 10)Subj/Topic: General Grades: 7-16
Description: Analyzes a day's diet in terms of RDAs for key nutrients; teachers guide, worksheets included.

Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Pillsbury Co. \$19.75
Rev's: TCT 4/83

†RATS (Simulation)
 11)Subj/Topic: General Grades: 8-12
Description: Student explores the control of a rat population in a city or an apartment building; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III, tape
Sce: Project LOCAL Soft \$17.95 [pk1,6p]**

†MALAR (Simulation)
 12)Subj/Topic: General Grades: 8-12
Description: Student explores biological, social, political, economic, and ecological aspect of malaria epidemic control.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III, tape
Sce: Project LOCAL Soft \$17.95 [pk1,6p]**

†YOU'RE THE DOCTOR (Educ'l game)
 13)Subj/Topic: General Grades: 9-12
Description: Stud't learns about medicine in simulation of medical diagnosis hi-res; talks.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Simulations Softwe \$20
Rev's: IN 12/82(+)

HOME ECONOMICS



HOME SAFE HOME (Tutorial)
 14)Subj/Topic: General Grades: 4-12
Description: Introduction to household hazards, e.g., fire, shock, falls, poison, etc. and their prevention; 4 disks.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: MCE \$165
Rev's: POC 4/82(+); SMW Su82(+)

POISON PROOF YOUR HOME (Tutorial)
 15)Subj/Topic: General Grades: 4-12
Description: Introduces how may be poisoned, poison types, prevention, & what to do if someone poisoned; 5 disks.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + tape
Sce: MCE \$210
Rev's: SMW Su82(0)

†HOME HANDY HINTS (Tutorial)
 16)Subj/Topic: General Grades: 6-12
Description: Helps teach childcare, energy efficiency, shopping, cooking, gas mile age, cleaning, temperature conversions.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K Mod 1/3 +tape
Sce: Modtec \$14.83

HOME ECONOMICS: Consumerism

COMPARATIVE BUYING (Simulation)
 17)Subj/Topic: Consumerism Grades: 2-7
Description: Provides learner with interactive experiences in determining items to purchase based on a number of variables.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: MCE \$165

CASH VERSUS CREDIT BUYING (Concept demo)
 18)Subj/Topic: Consumerism Grades: 6-12
Description: Analyzes cash/credit buying options; identifies common types of cash/credit purchases.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: MCE \$44.95

UNDERSTANDING SALES BUYING (Concept demo)
 19)Subj/Topic: Consumerism Grades: 6-12
Description: Identifies major types of sales factors such as pricing, conditions

of sales and impulse buying.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: MCE \$44.95

BECOMING INFORMED SHOPPER (Concept demo)
 20)Subj/Topic: Consumerism Grades: 6-12
Description: Provides info buyers need to arrive at judgements of quality; interactive experience available.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: MCE \$44.95

BUYING WISELY (Concept demo)
 21)Subj/Topic: Consumerism Grades: 6-12
Description: Intros & reinforces concepts of comparison buying; focuses on interaction of ideas.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: MCE \$44.95

YOU CAN BANK ON IT (Tutorial)
 22)Subj/Topic: Consumerism Grades: 6-12
Description: Instr'n & practice on bank'g concepts, including checking & saving services; suitable for special education.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: MCE \$285
Rev's: SMW Su82(0)

INCOME MEETS EXPENSES (Tutorial)
 23)Subj/Topic: Consumerism Grades: 6-12
Description: Comprehensive lessons regarding income as it relates to fixed and flexible expenses based on needs & wants.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: MCE \$340
Rev's: SMW Su82(+)

MONEY MGT ASSESSM'T SERIES (Teacher aid)
 24)Subj/Topic: Consumerism Grades: 6-12
Description: Assesses skills needed in learning money management; suitable for special education classes; 4 disks.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: MCE \$165
Rev's: SMW Su82(0); IW 11/23/81(+)

COMPARISON SHOPPING (Computl tool)
 25)Subj/Topic: Consumerism Grades: 7-12
Description: Performs cost analysis by store, item & selective shopping; calculates savings in \$ & cents as well as pct.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comaldr \$20

†DECISION MAKING (Tutorial)
 26)Subj/Topic: Consumerism Grades: 7-14
Description: Learn a system for making rational decisions & how to apply process to consumer world; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†YOU AND INSURANCE (Tutorial)
 27)Subj/Topic: Consumerism Grades: 9-14
Description: Learn about types of insurance, when & how to get it & most important, getting best coverage; disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†CREDIT (Tutorial)
 28)Subj/Topic: Consumerism Grades: 9-14
Description: Learn how to establish & maintain credit so that when you need it you have it; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

HOME ECONOMICS: Consumerism (CONT)

†**MONEY** (Tutorial)
 1)Subj/Topic: Consumerism Grades: 9-14
Description: Learn to handle money more accurately & efficiently; study cash, checks, charge cards, accounts, etc.; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**ALL ABOUT INTEREST** (Tutorial)
 2)Subj/Topic: Consumerism Grades: 9-14
Description: When one borrows, lends or puts money in bank, interest affects value of one's money; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**UNDERSTANDING LABELS** (Tutorial)
 3)Subj/Topic: Consumerism Grades: 9-14
Description: Learn to understand the importance of reading & understanding a consumer label; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**HOW TO FINANCE A CAR** (Tutorial)
 4)Subj/Topic: Consumerism Grades: 9-14
Description: Learn about wholesale vs retail price, depreciation, resale value, & cash vs credit card buying; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**LAWS FOR CONSUMERS** (Tutorial)
 5)Subj/Topic: Consumerism Grades: 9-14
Description: Know your consumer rights; seller now aware of claims, naming ingredients, price & fair trade; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**CONSUMER FRAUD** (Tutorial)
 6)Subj/Topic: Consumerism Grades: 9-14
Description: Consumer fraud is one of today's biggest problems; learn about what you can do about it; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**CONSUMER HELP** (Tutorial)
 7)Subj/Topic: Consumerism Grades: 9-14
Description: Have you ever felt cheated? This program teaches when, where, & how to get help; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**TIPS ON BUYING A USED CAR** (Tutorial)
 8)Subj/Topic: Consumerism Grades: 9-14
Description: Helps student become a knowledgeable car buyer by learning what to look for & how to find it; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**READING AN ADVERTISEMENT** (Tutorial)
 9)Subj/Topic: Consumerism Grades: 9-14
Description: Student learns the art, skill and psychology of selling, so he/she can sell any idea or object; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**CONSUMERISM AND YOU** (Tutorial)
 10)Subj/Topic: Consumerism Grades: 9-14
Description: Learn when/where to buy, bargaining, quantity buying, etc; shows need to think and analyze; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**SHOPPING IN COMPARATIVE WAY** (Tutorial)
 11)Subj/Topic: Consumerism Grades: 9-14
Description: Prices on some items often

vary, or 2 items may look alike but vary in quality; on disk \$29.95.

Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**ELECTRICAL USE** (Computl tool)
 12)Subj/Topic: Consumerism Grades: 11-12
Description: Computes actual cost of using each electrical appliance in the home.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Basics & Beyond \$24.95 [pk15,20p]**

HOME ECONOMICS: Foods

†**WHAT'S IN YOUR LUNCH?** (Concept demo)
 13)Subj/Topic: Foods Grades: 4-12
Description: Interactive program giving user nutrient value of a list of food item; Atari & PET disk also.
Syst(s): Apple Atari PET
Lang/Min Hdwre: BASIC; Ap48K+d; At16K/P8K
Sce: Lawr'nc Hall of Sc \$25

†**COUNTING CALORIES** (Concept demo)
 14)Subj/Topic: Foods Grades: 4-12
Description: Calculates calories/portion for user-entered dessert recipe; computes effect of chgd ingred's; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk11,2p]**

†**DIET** (Data retr'val)
 15)Subj/Topic: Foods Grades: 5-12
Description: Student enters physical and diet information; computer analyzes nutritional content.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap48K+d; P/T16K+t
Sce: Computware \$24.95 [pk44,4p]**
Rev's: CC 12/81(0); TCT 12/81(0); SMW Su82(+)

†**DIET** (Data retr'val)
 16)Subj/Topic: Foods Grades: 6-12
Description: Retrieves nutrient data to explore adequacy of student's diet; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Project LOCAL Soft \$17.95 [pk2,6p]**

†**FOOD GROUPS** (Rote drill)
 17)Subj/Topic: Foods Grades: 7-10
Description: Instructional drill on basic foods & which groups they belong to.
Syst(s): PET
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Comm'Data Comp Hse \$9.95

†**EAT SMART** (Data retr'val)
 18)Subj/Topic: Foods Grades: 7-16
Description: Analyzes a day's diet in terms of RDAs for key nutrients; teacher's guide, worksheets included.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Pillsbury Co. \$19.75
Rev's: TCT 4/83

†**EATING FOR GOOD HEALTH** (Tutorial)
 19)Subj/Topic: Foods Grades: 7-14
Description: Learn about nutrition, knowing about new foods, how to eat as a single person & balancing intake; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**NUTRICHEC 2.0** (Data retr'val)
 20)Subj/Topic: Foods Grades: 9-12
Description: Retrieves from 748-food data base to give detailed analysis of nutritional qual of person's diet; adaptable.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K+DOS3.3, Aplsft
Sce: WIMS Consulting \$59.95

HOME ECONOMICS: Personal Devel

†**FRIENDS AND YOU** (Tutorial)
 21)Subj/Topic: Personal Devel Grades: 7-12
Description: What makes someone popular? Look at attitudes, feelings & ideas to assess relationships; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**THE AGE OF RESPONSIBILITY** (Tutorial)
 22)Subj/Topic: Personal Devel Grades: 7-12
Description: Rights & privileges come with age of responsibility: voting, driving, drinking & many others; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**SUCCESSING** (Tutorial)
 23)Subj/Topic: Personal Devel Grades: 7-14
Description: Explore examples of people who have coped with & used their handicaps to advantage; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†**ARREST** (Tutorial)
 24)Subj/Topic: Personal Devel Grades: 9-14
Description: This program presents a real arrest situation to student, having him try to cope & see potential effects.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.2or 3.3
Sce: Aquarius Publish's \$34.95

†**DEATH** (Tutorial)
 25)Subj/Topic: Personal Devel Grades: 9-14
Description: Stages of death & dying presented to student; explores various options of coping & potential effects.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.2or 3.3
Sce: Aquarius Publish's \$34.95

†**VIOLATED CONSUMER RIGHTS** (Simulation)
 26)Subj/Topic: Personal Devel Grades: 9-14
Description: Object of simulation is to identify how & why consumer rights have been violated, try to restore one's rights.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.2or 3.3
Sce: Aquarius Publish's \$34.95

†**INVOLVED IN AN ACCIDENT** (Simulation)
 27)Subj/Topic: Personal Devel Grades: 9-14
Description: The object in this simulat'n is to deal with having been in accident; identify what must be done, by whom & when.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.2or 3.3
Sce: Aquarius Publish's \$34.95

†**BEING FIRED** (Tutorial)
 28)Subj/Topic: Personal Devel Grades: 9-14
Description: Can you avoid being fired? Could you handle the situation? Study coping with employee-employer relationships.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.2or 3.3
Sce: Aquarius Publish's \$34.95

INDUSTRIAL ARTS

†**SUNSIM-4** (Simulation)
 29)Subj/Topic: General Grades: 9-12
Description: Calculates solar energy hrly & demonstrates use for space heating, cooling & hot water heating for any location.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 16K+tape; 32K+disk
Sce: Solartek \$59
Rev's: PM W80(+)

INDUSTRIAL ARTS: Drafting

†MICROMETER (Skills pract)
 1)Subj/Topic: Drafting Grades: 7-14
Description: Picture of micrometer is drawn with marking on thimble & interval on sleeve; student determines reading.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.3
Sce: Minn Ed Comp Constrt \$30 [pk127,5p]**
Rev's: JRM V1(+)

INDUSTRIAL ARTS: El-trnics/trcty

ELECTRONICS (Skills pract)
 2)Subj/Topic: El-trnics/trcty Grades: 9-12
Description: Practice solving Ohm's Law problems for series and parallel circuits displayed graphically.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III,tape
Sce: Micro Learningware \$7.95

PARALLEL CIRCUITS I (Skills pract)
 3)Subj/Topic: El-trnics/trcty Grades: 9-12
Description: Covers resistance, voltage, power in 3-resistor parallel circuit; gives dialog or quizzes.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K;Apl6K+t,ptr
Sce: Microphys \$20

SERIES CIRCUITS (Skills pract)
 4)Subj/Topic: El-trnics/trcty Grades: 9-12
Description: Covers resistance, voltage, power in 3-resistor series circuit; gives dialog or quizzes.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K;Apl6K+t,ptr
Sce: Microphys \$20

†MENTOR (Teacher aid)
 5)Subj/Topic: El-trnics/trcty Grades: 9-12
Description: Instructor's aid to be used in conjunction with texts; AC,DC, filters; transistors & misc formulas.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Korsmeyer Elect Des \$124.95

†RESISTORS (Skills pract)
 6)Subj/Topic: El-trnics/trcty Grades: 9-14
Description: Teaches or reviews electronic resistor color codes; random color pattern; computer corrects wrong responses.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; 16K + disk
Sce: McKilligan Corp \$35

CAPACITOR (Skills pract)
 7)Subj/Topic: El-trnics/trcty Grades: 10-12
Description: Pract finding capacitance, given charge, voltage; gives hints & remedial help; has calc funct;on dsk \$14.95.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: Classic Soft Prods \$9.95

INDUCTION (Skills pract)
 8)Subj/Topic: El-trnics/trcty Grades: 10-12
Description: Pract finding voltage induced by given flux change; gives hints, remedial help; has calc funct;on dsk \$14.95.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: Classic Soft Prods \$9.95

OHM'S LAW (Skills pract)
 9)Subj/Topic: El-trnics/trcty Grades: 10-12
Description: Practice finding voltage in series-parallel circuit; gives hints & remedial help; has calc funct;on dsk \$14.95.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: Classic Soft Prods \$9.95

SERIES/PARAL'L CIRC ANAL'S (Skills pract)
 10)Subj/Topic: El-trnics/trcty Grades:10-12
Description: Quest's on analyz'g circuit

having 1 resistor in series with 2 in parallel; gives dialog or scored exer sheets.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+tape
Sce: Microphys \$20

INDUSTRIAL ARTS: Woodworking

†RAFTER (Computl tool)
 11)Subj/Topic: Woodworking Grades: 7-14
Description: Assists in calculation in preparing rafters for building; user must supply vital information.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.3
Sce: Minn Ed Comp Constrt \$30 [pk127,5p]**
Rev's: JRM V1(0)

†STAIRS (Computl tool)
 12)Subj/Topic: Woodworking Grades: 7-14
Description: Serves as calculator & provides selected info to build stairs; must supply info on rise & run of stairs.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.3
Sce: Minn Ed Comp Constrt \$30 [pk127,5p]**
Rev's: JRM V1(+)

LIBRARY SKILLS

†LEARN ABOUT CATALOG CARDS (Tutorial)
 13)Subj/Topic: General Grades: 2-6
Description: Question & answer format to teach about actual catalog card on screen; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†LEARN TO UNDSAND CARD CAT (Tutorial)
 14)Subj/Topic: General Grades: 2-6
Description: Explains 3 ways to look up book in card catalog; questions follow; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†ADVANCED DEWEY DECIMAL SYST (Tutorial)
 15)Subj/Topic: General Grades: 2-6
Description: Teaches how numbering system works using sports section as example; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†USING REF TBLES IN ALMANAC (Tutorial)
 16)Subj/Topic: General Grades: 2-6
Description: Shows several countries with data; asks questions on size etc; game follows on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†BASIC FICTION SKILLS (Tutorial)
 17)Subj/Topic: General Grades: 2-6
Description: Explains basic principles of shelving fiction; meaning of fiction & spine letters on books; game; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†BIOGRAPHIES (Tutorial)
 18)Subj/Topic: General Grades: 2-6
Description: Teaches locating biographies in lib; spine markings, proper shelves & location covered; w/ game; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

LEARN TO LOCATE BOOKS (Tutorial)
 19)Subj/Topic: General Grades: 2-6
Description: Explains different ways books are shelved, fiction/nonfiction spine markings & how to find books.

Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K + tape/disk
Sce: Right On Programs \$15

LEARNING TO USE AN INDEX (Educ'l game)
 20)Subj/Topic: General Grades: 2-6
Description: Sample index on screen; questions asked, correct answers brings clues to winning game; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K + tape/disk
Sce: Right On Programs \$13

MEDIA SKILLS (Tutorial)
 21)Subj/Topic: General Grades: 5-8
Description: Provides instruction & practice in using card catalog; lessons include info about Dewey Decimal System.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: T.I.E.S. \$84.95

†DIG OUT THE FACTS I & II (Tutorial)
 22)Subj/Topic: General Grades: 7-12
Description: Describes common reference materials & how to use them; encourages independence in reference skills.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3/3.2
Sce: Ctr-Educ'l E.D.E. \$90

AUDIO-VISUAL EQUIPMENT (Skills pract)
 23)Subj/Topic: General Grades: 8-12
Description: 5 lessons familiarize stud't with the Apple computer & with filmstrip, slide,opaque,overhead,&16mm film projctrs.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Avant Garde Creatns \$29.95

BOOK CLASSES (Tutorial)
 24)Subj/Topic: Library Skills Grades: 3-6
Description: Info on types of fiction & non-fict'n,using titles,library nos,class-ification of magazines, general reference.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.2/3.3
Sce: BLS/Random House \$60

DISCOVERING BOOKS (Tutorial)
 25)Subj/Topic: Library Skills Grades: 3-6
Description: Info on book's cover, spine, title page, copyright, what reference book is, table of contents;with summary & test.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.3/3.2
Sce: BLS/Random House \$60

LIBRARY SKILLS (Tutorial)
 26)Subj/Topic: Library Skills Grades: 4-12
Description: Introduces what's in the library & how to find it; gives practice & mastery quiz on concepts presented.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Micro Power & Light \$24.95
Rev's: TCT V8#7(-); MSN 10/81(-); SMW W82(+)

MAKING AN OUTLINE (Skills pract)
 27)Subj/Topic: Library Skills Grades: 4-9
Description: Student finishes outline for article given by computer; reports student performance.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

LIBRARY TERMS (Skills pract)
 28)Subj/Topic: Library Skills Grades: 4-8
Description: Drill on identifying the meanings of 16 library terms; reports student performance.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

LIBRARY SKILLS (CONT)

PUT'G BOOKS IN ALPHA SEQC (Tutorial)

1)Subj/Topic: Library Skills Grades: 4-9
Description: Introduces library rules for arranging fiction books; practice on alphabetiz'g list of books; reports perf'nc.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

COMP. ASSIST. LIBRARY INST (Tutorial)

2)Subj/Topic: Library Skills Grades: 7-12
Description: Series of tutorials explaining specific library reference works, such as periodical indexes, almanacs, etc.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.3
Sce: CALICO \$25



MATHEMATICS

PYTHAGORAS AND THE DRAGON (Educ'l game)

3)Subj/Topic: General Grades: 3-12
Description: Fantasy game; player gets clues based on speed & accuracy in doing math problems; incl arithmet thru algebra.
Syst(s): Apple Acari PET TRS-80
Lang/Min Hdware: BASIC; 32K + tape
Sce: Krell Software \$39.95
Rev's: SMW Su82(-)

MUMATH/MUSIMP-80 (Computl tool)

4)Subj/Topic: General Grades: 6-12
Description: A symbolic math package that performs algebra, trig, calculus, differential integr'n & transcendental functions.
Syst(s): Apple TRS-80 CP/M
Lang/Min Hdware: Author; 48K+d;CP/M as nec
Sce: Microsoft \$250
Rev's: TCT 12/81(+)

MATH SPEED TUTOR (Skills pract)

5)Subj/Topic: General Grades: 7-12
Description: Simple math & algebra are randomly selected; unknown variables provide an added challenge.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Aquarius Publish's \$14.95

MATHEMATICS: Basic Skills

VISIDIC (Skills pract)

6)Subj/Topic: Basic Skills Grades: K-4
Description: Four geometric shapes are shown; student must choose the one that is different.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$20

MATPIE (Skills pract)

7)Subj/Topic: Basic Skills Grades: K-3
Description: The pupil must pick the missing part that will complete a partial rectangle that is shown.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$10

%ODD SHAPE OUT (Educ'l game)

8)Subj/Topic: Basic Skills Grades: 1-12
Description: Player must identify which of 4 shapes is not like other 3 in time allowed; several difficulty levels.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Basics & Beyond \$14.95 [pk119,3p]**

SHAPES (Rote drill)

9)Subj/Topic: Basic Skills Grades: 2-5
Description: Student learns to identify 6 shapes. Shapes and name are shown. Shapes shown, pick right name.
Syst(s): PET

Lang/Min Hdware: BASIC; 16K + tape
Sce: Comm*Data Comp Hse \$9.95

Multiple Topics

SPACE WASTE RACE (Educ'l game)
 10)Subj/Topic: Multiple Topics Grades: K-3
Description: Computerized storybook with activities: number-alphabet order, count'g up/down/left/right/over/under; 32K+d\$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Storybks of Future \$19.95
Rev's: EC V2#4(+); PT 7-8/82(+); CCN V3#1(0)
EDUFUN! MATHFUN! (Educ'l game)
 11)Subj/Topic: Multiple Topics Grades: K-8
Description: Educat'l games giving both extra pract in key math skills & enrichm't experiences; 2 games/pkg; dsk vers \$39.95.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+tape or disk
Sce: Milliken Publish'g \$34.95

EARLY GAMES/YOUNG CHILDREN (Educ'l game)
 12)Subj/Topic: Multiple Topics Grades: K-2
Description: 9 games give practice on 4 basic arith operations, comparing shapes, drawing, spelling names.
Syst(s): Apple Atari TRS-80 VIC-20
Lang/Min Hdware: BASIC; 48K+d;16K+t
Sce: Univ of Waterloo \$29.95

MATH SEQUENCES (Skills pract)
 13)Subj/Topic: Multiple Topics Grades: 1-6
Description: Pract no. readiness, 4 arith ops & laws, integers, fract'ns, dec'ls, %'s, equat's, etc; gives help; auto promotion.
Syst(s): PET TRS-80
Lang/Min Hdware: BASIC; PET8K/TRS16K+t
Sce: Milliken Publish'g \$200
Rev's: TCT 4/82(+); JCR VI(+); ER 81(+)

EDUCATIONAL PACKAGE III (Rote drill)
 14)Subj/Topic: Multiple Topics Grades: 1-4
Description: Series of 5 programs: Temperature Reading, No. Reading, Money Counting, Number Comparisons, & Change Maker.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K + disk
Sce: Micro Learningware \$24.95

MATH ASSESSM'T/PRESCRIPTIV (Skills pract)
 15)Subj/Topic: Multiple Topics Grades: 1-7
Description: Assesses math skills, grades 1-7 & gives practice with remedial help; records/reports perf; grade level pkg \$130.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: Readers Digest \$876
Rev's: EL 9/82(+)

COMPUTER MATH GAMES (Educ'l game)
 16)Subj/Topic: Multiple Topics Grades: 1-9
Description: Fact reinforcement, skill practice, problem-solving; 7 vols., each w/ games disk (w/ backup), masters; \$15 each.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K, DOS3.3, Aplsft
Sce: Addison-Wesley \$54

COMPUTER MATH ACTIVITIES (Educ'l game)
 17)Subj/Topic: Multiple Topics Grades: 1-9
Description: Fact reinforcement, skills pract, problem-solving; 5 vols., each with game dsk (w/ backup), masters; ea vol \$15.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K+DOS3.3, Aplsft
Sce: Addison-Wesley \$54

PET PROFESSOR (Tutorial)
 18)Subj/Topic: Multiple Topics Grades: 1-8
Description: Step-by-step instruct'n, drill & tests in 77 arith prog's; whole numbers, fractions, decimals; stud't mgt pkg \$150.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Cow Bay Comput'g \$499

MATH WARS (Educ'l game)
 19)Subj/Topic: Multiple Topics Grades: 1-10
Description: Excitng multiple player arcade game, makes math fun; covers 36 skill levels from addition to decimals.
Syst(s): Apple

Lang/Min Hdware: BASIC; 48K+ disk
Sce: SouthWest EdPsych \$39.95

MATH SEQUENCES (Skills pract)
 20)Subj/Topic: Multiple Topics Grades: 1-8
Description: Pract no. readiness, 4 arith ops & laws, integers, fract'ns, dec'ls, %'s, equat's, etc; gives help; auto promo, mgt sys.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 48K + disk
Sce: Milliken Publish'g \$450
Rev's: JCR VI(+); ER 81(+); TCT 4/82(+)

CDI MATH LEVEL A (Skills pract)
 21)Subj/Topic: Multiple Topics Grades: 1-2
Description: Numeration, addition & subtraction; does placement, practice, help & homework; records, reports performance.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; Ap48K, At40K; d, ptr
Sce: Sci Research Assoc \$365
Rev's: ER 81(+)

CLASSROOM MGT SYST MATH A (Teacher aid)
 22)Subj/Topic: Multiple Topics Grades: 1-3
Description: Instruct'l management for most grade 1-3 math skills; does survey & probe tests, prescript'n, store/report perf.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; Ap48K, At32K; d, ptr
Sce: Sci Research Assoc \$565

MATH SKILLS-ELEM. LEVEL (Skills pract)
 23)Subj/Topic: Multiple Topics Grades: 1-6
Description: Enhanced drill & pract. in four basic operations on whole nos; also fractions & decimals; back up \$25.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K, 3.3 DOS
Sce: Encyclopedia Britt \$74

ARITHMETIC CLASSROOM-GAMES (Educ'l game)
 24)Subj/Topic: Multiple Topics Grades: 1-8
Description: Slam Dunk, Space War & Gong Show motivate & improve skills in 4 basic math ops & in handling fractions.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Sterling Swift \$29.95
Rev's: CTG V3#1(+)

ESSENTIAL MATH - LEVEL 5 (Skills pract)
 25)Subj/Topic: Multiple Topics Grades: 5
Description: 70 lessons in 4 basic ops, fractions, no. concepts, decimals; lesson end activities. Disk version \$99.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; ModI/III+tape
Sce: Bertamax \$99.50

ESSENTIAL MATH - LEVEL 2 (Skills pract)
 26)Subj/Topic: Multiple Topics Grades: 2
Description: 30 lessons in addn, subtr, & numeration; end of lesson activities; immed reinforc't. On dsk: Ap\$56.80 TRS49.80.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; TRS16K+t; Ap32K+d
Sce: Bertamax \$.595

GENERAL ELEMENTARY (Skills pract)
 27)Subj/Topic: Multiple Topics Grades: 2-6
Description: 10 elementary programs on 1 disk, covering spelling, math, Roman numerals, fractions, etc.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Compu-Tations \$24.95

MATH BLASTER (Educ'l game)
 28)Subj/Topic: Multiple Topics Grades: 2-7
Description: Student practices add'n, subtr'n, multip'n, division, fraction & decimal operations w/ arcade game format.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Davidson & Assoc \$49.95

ESSENTIAL MATH - LEVEL 3 (Skills pract)
 29)Subj/Topic: Multiple Topics Grades: 3
Description: 50 lessons in 4 basic ops & fractions; activities at end ea lesson; highly interactive; disk version \$87.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; ModI/III+tape
Sce: Bertamax \$97.50

† This is a new entry in THE SOFTWARE FINDER. % TSF Discount Coupon gets 10% off on this product. ** See Intro. and Sect. II-3.

MATHEMATICS: Multiple Topics (CONT)

CREATIVE PLAY:PROB SOLVING (Educ'l game)
1)Subj/Topic: Multiple Topics Grades: 3-6
Description: Teacher's guide & disk with 25 prog's to introduce children to computers & to problem solving techniques.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap48K+dsk;PET8K+t
Sce: Lawr'nc Hall of Sc \$47.95
Rev's: LNG V2#5

CDI MATH LEVEL B (Skills pract)
2)Subj/Topic: Multiple Topics Grades: 3-4
Description: Numerat'n,4 arith ops,fract'ions; does placement, pract, help, homework;stores/repts perf;also unmanagd vers.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; Ap48K,At40K;d,ptr
Sce: Sci Research Assoc \$495
Rev's: ER 81(+)

BASIC MATH SKILL SERIES (Tutorial)
3)Subj/Topic: Multiple Topics Grades: 3-12
Description: 18 drill & 18 instr'n prog's match'g Pt 1,Fla Functional Literacy Test; Spanish version available; on disk \$95.50.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Hugh Ward \$115.50

ESSENTIAL MATH - LEVEL 4 (Skills pract)
4)Subj/Topic: Multiple Topics Grades: 4
Description: 65 lessons in 4 basic ops, fractions, no. concepts, decimals; lesson-end activities. Disk version \$87.50.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; Mod I/III+tape
Sce: Bertamax \$97.50

ESTIMATE (Skills pract)
5)Subj/Topic: Multiple Topics Grades: 4-8
Description: Practice estimating answers to problems in addition, subtraction, multiplication, division & percents.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Conrt \$30 [pk36,6p]**

DECIMAL CONCEPTS/OPERAT'NS (Tutorial)
6)Subj/Topic: Multiple Topics Grades: 4-8
Description: Complete computer instructions, record keeping; all operations, geometry, metric system,scientific notation.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Math City/Mathware \$59

CLASSROOM MGT SYST MATH B (Teacher aid)
7)Subj/Topic: Multiple Topics Grades: 4-8
Description: Instruct'l management for most grade 4-8 math skills; does survey & probe tests, prescript'n,store/reprt perf.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; Ap48K,At32K;d,ptr
Sce: Sci Research Assoc \$640
Rev's: CPR 12/80; CC 10/81(+); CCS 82(0)

PROBLEM SOLVING STRATEGIES (Skills pract)
8)Subj/Topic: Multiple Topics Grades: 5-9
Description: Teaches solut'n of math word problems using graph'g,tables,creative no. lines,Venn & tree diag's;mid&jr hi ver's.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Readers Digest \$174.96

CDI MATH LEVEL C (Skills pract)
9)Subj/Topic: Multiple Topics Grades: 5-6
Description: Numerat'n,4 arith ops,fracs, dec'ls; does placement,pract,help,homewk, promot'n,recds,repts; unmanagd vers avail.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; Ap48K,At40K;d,ptr
Sce: Sci Research Assoc \$575
Rev's: ER 81(+)

†MATH SKILLS-JR HIGH LEVEL (Skills pract)
10)Subj/Topic: Multiple Topics Grades: 5-10
Description: Enhanced drill & practice 4 ratios, percents, proportion, graphs, estimating & measuring; w/ BkUpDsk, \$25.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K, 3.3 DOS
Sce: Encyclopedia Britt \$74

ESSENTIAL MATH - LEVEL 6 (Skills pract)
11)Subj/Topic: Multiple Topics Grades: 6
Description: 70 lessons in 4 basic ops, no. concepts, fractions, decimals; lesson-end activities; disk version \$99.50.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; ModI/III+tape
Sce: Bertamax \$109.50

SKERBALL (Educ'l game)
12)Subj/Topic: Multiple Topics Grades: 6-12
Description: Tutorial game with animation, sound, timing, scoring, difficulty selection for math estimation.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K + tape
Sce: Meta-Designed Soft \$9.95

RATIOS, % & NEG. INTEGERS (Tutorial)
13)Subj/Topic: Multiple Topics Grades: 6-8
Description: Complete computer instructions, record keeping; interest & discounts, graphs, square roots, geometry.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Math City/Mathware \$59

†BASIC MATH COMPETENCY DRILL (Skills pract)
14)Subj/Topic: Multiple Topics Grades: 6-9
Description: Gives practice on fractions, decimals, basic operations, tables & percent; graphics reinforce drill; dsk \$ 203.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; 16K+t; 32K + disk
Sce: Educat'l Activit's \$173

MICROMATH (Skills pract)
15)Subj/Topic: Multiple Topics Grades: 6-12
Description: Individualized review math course; covers signed numbers through quadratic equations; 93 lessons.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Sheridan College \$500

†TEAM WORK:WRLD AR US, MATH (Educ'l game)
16)Subj/Topic: Multiple Topics Grades: 7-12
Description: 2 teams of 4 stud'ts cooperate to solve mathematical concepts presented; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d
Sce: Edupro \$19.95

MATCH (Computl tool)
17)Subj/Topic: Multiple Topics Grades: 7-12
Description: Teacher controlled; supplying unlimited number of computation & word problems; includes 5 disks.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K + disk
Sce: McGraw-Hill (Gregg) \$350

GRAPHS & MEAN,MEDIAN,MODE (Skills pract)
18)Subj/Topic: Multiple Topics Grades: 7-10
Description: Practice reading graphs and finding mean, median & mode; graphics reinforcers; multiple difficulty levels.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Educat'l Activit's \$15.95
Rev's: JRM V1(+)

ESSENTIAL MATH PROGRAM II (Skills pract)
19)Subj/Topic: Multiple Topics Grades: 7-12
Description: (26-1719) Skill bldg exer's in fractions,decimals,percents & pre-algebra concepts; includes placement option.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Radio Shack \$199
Rev's: SMW W83(+)

HIGH SCHL MATH COMPETENCY (Skills pract)
20)Subj/Topic: Multiple Topics Grades: 9-12
Description: Practice & remediation in all areas of math from arithmetic through geometry & statistics; 14 subprograms.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Micrcomp Workshops \$99

Arithmetic

†MATH HUNT:ADDTN/SUBTRACTN (Educ'l game)
21)Subj/Topic: Arithmetic Grades: K-3
Description: 4 stud'ts work cooperatively or competitively to solve addition or subtraction problems; on disk \$29.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d
Sce: Edupro \$19.95

†MATH RACE:ADD'TN/SUBTRAC'N (Educ'l game)
22)Subj/Topic: Arithmetic Grades: K-3
Description: 8 students together solve races in their own tracks that fill with add'tn & subtr'ctn problems; disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d;padls
Sce: Edupro \$19.95

†TEAM WORK: MATHEMATICS (Educ'l game)
23)Subj/Topic: Arithmetic Grades: K-3
Description: 2 teams of 4 stud'ts work cooperatively to find mathemat'l examples that solve their puzzle; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d
Sce: Edupro \$19.95

†MICRO SUBTRACTION (Skills pract)
24)Subj/Topic: Arithmetic Grades: K-4
Description: Practice counting & subtraction skills with whole nos; animated graphics; audio reinforcements.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Hayden Book Co. \$29.95

BETTER VIEW A ZOO (Educ'l game)
25)Subj/Topic: Arithmetic Grades: K-3
Description: Computerized storybook with activities & games; number, letter, alphabet, grouping, strategy & video games.
Syst(s): TRSCol
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Monument Comp Serv \$24.95
Rev's: CRC V1#1(+)

†MICRO ADDITION (Skills pract)
26)Subj/Topic: Arithmetic Grades: K-4
Description: Practice counting & addition skills with whole numbers; animated graphics; auditory reinforcements.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+ disk
Sce: Hayden Book Co. \$29.95

NUMBERS I (Rote drill)
27)Subj/Topic: Arithmetic Grades: K-1
Description: Student asks for number; it is displayed on screen & corresponding number of figures are shown.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Comm'Data Comp Hse \$9.95

†MICRO MULTIPLICATION (Skills pract)
28)Subj/Topic: Arithmetic Grades: K-4
Description: Pract counting & multiplication with whole numbers; animated graphics; uditory reinforcements.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+ disk
Sce: Hayden Book Co. \$29.95

ESSENTIAL MATH - LEVEL 1 (Skills pract)
29)Subj/Topic: Arithmetic Grades: K-1
Description: 30 lessons in addn,subtrn & number concepts; user may display counting aids on screen. Disk: Ap \$56.80;TRS\$49.80.
Syst(s): Apple
Lang/Min Hdwre: BASIC; TRS16K+t; Ap32K+d
Sce: Bertamax \$59.50

†MICRO DIVISION (Skills pract)
30)Subj/Topic: Arithmetic Grades: K-4
Description: Practice counting & division skills with whole numbers; animated graphics; auditory reinforcements.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+ disk
Sce: Hayden Book Co. \$29.95

† This is a new entry in THE SOFTWARE FINDER. ** See Intro. and Sect. II-3.

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MATHEMATICS: Arithmetic (CONT)

ADD'N & SUBTR'N WHOLE NOS (Tutorial)

1)Subj/Topic: Arithmetic Grades: K-3
Description: Intros concepts by graphics & examples, has test questions; improves basic skills; disk version \$67.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Orange Cherry Med \$56

†TEN LITTLE ROBOTS (Skills pract)

2)Subj/Topic: Arithmetic Grades: K-1
Description: Exercise in counting; teaches concept of subtraction; entertaining rhymes.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 48k + disk
Sce: Comp Lrg Ctr Child \$24.95

BEGINNING MATH CONCEPTS (Educ'l game)

3)Subj/Topic: Arithmetic Grades: K-3
Description: Covers number concepts thru drill & activities; choice of levels; games disguise drill; disk version \$67.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Orange Cherry Med \$56

†INTRO 2 ADDITION/SUBTR'CTN (Skills pract)

4)Subj/Topic: Arithmetic Grades: K-4
Description: Student practice, choice of addition or subtraction; 3 levels of difficulty.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$30

SIGMA-EX (Educ'l game)

5)Subj/Topic: Arithmetic Grades: K-5
Description: Addition drill for random one digit problems based on a hockey game format for the slow learner.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Mercer Systems \$5.95

COUNT AND ADD (Concept demo)

6)Subj/Topic: Arithmetic Grades: K-2
Description: 4 programs using hi-res graphics, color & sound to demonstrate counting & addition; disk version \$19.95.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K+tape, Aplsoft
Sce: Edu-Soft \$14.95

THE MATH MACHINE (Skills pract)

7)Subj/Topic: Arithmetic Grades: K-6
Description: Pract in pre-math & 4 basic ops; fun color grafx & sound; game reinforcers; 29 skill levels; recrds/reprts perf.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3, Aplsoft
Sce: SouthWest EdPsych \$79.95
Rev's: SMW W82(+); TCT 12/81(+); JRM V1(+)

K-8 MATH PROGRAM VOL. I (Skills pract)

8)Subj/Topic: Arithmetic Grades: K-8
Description: (26-1716) Pract on 4 basic arithmetic operations; has diagnostic and mastery testing; 10 programs, 5 cassettes.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Radio Shack \$199
Rev's: ER 81(+); EL 9/82(+); 80M 2/81(+)

K-8 MATH W/ STUD'T MANAG'T (Skills pract)

9)Subj/Topic: Arithmetic Grades: K-8
Description: (26-1725) Pract on 4 basic math ops; has pre- & mastery testing, enroll'g students, storing/reporting perf.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K ModI/III+disk
Sce: Radio Shack \$199

K-8 MATH WORKSHEET GENERAT (Teacher aid)

10)Subj/Topic: Arithmetic Grades: K-8
Description: (26-2162) Prints word & ans sheets for the 4 basic arithmetic operations; teacher selected objectives.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K MI/III+d, prtr
Sce: Radio Shack \$99.95

COUNTING BEE (Rote drill)

11)Subj/Topic: Arithmetic Grades: K-3

Description: Eight learning units introduce young learners to counting, addition, subtraction, shapes, weight, and measure.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Edu-Ware Services \$29.95

MATH FACTS - LEVEL I (Tutorial)

12)Subj/Topic: Arithmetic Grades: K-2
Description: Instruction & practice on numbers 1-20, number placement & words, visual&abstract addn & subtrn; on disk \$25.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+tape; 24K+disk
Sce: T.H.E.S.I.S. \$20

ADD ON (Skills pract)

13)Subj/Topic: Arithmetic Grades: K-3
Description: Practice adding whole numbers, aided by blocks display for counting; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk50,5p]**

TAKE AWAY (Skills pract)

14)Subj/Topic: Arithmetic Grades: K-3
Description: Practice on subtraction of whole numbers, aided by display of blocks for counting; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk50,5p]**

MATH RACE (Educ'l game)

15)Subj/Topic: Arithmetic Grades: K-3
Description: Game for 1 or 2 players; involves simple addition problems & animal or vehicle race; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk50,5p]**

† This is a new entry in THE SOFTWARE FINDER. ** See Intro. and Sect. II-3.

MATHEMATICS: Arithmetic (CONT)

NUMBER TREE

(Rote drill)

1)Subj/Topic: Arithmetic Grades: K-1
Description: Program reinforces relationship between a numeral and the word for that numeral. Incl performance report.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Little Bee \$10.95

FACTS MATCH ADDITION

(Rote drill)

2)Subj/Topic: Arithmetic Grades: K-2
Description: In game-like setting, student matches numeral with word names & combinations; 3 levels of difficulty.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Bertamax \$29.50

CUBBYHOLES

(Educ'l game)

3)Subj/Topic: Arithmetic Grades: K-4
Description: One or 2 player game; fresh approach to teaching addition; requires BASIC lang, cart, & 1 joystick controller.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Atari Prog Exchng \$22.95

THREE R MATH SYSTEM

(Skills pract)

4)Subj/Topic: Arithmetic Grades: K-8
Description: Ultrafast way to create custom-tailored math drills for each student; 101 difficulty levels, password system.
Syst(s): Atari
Lang/Min Hdware: BASIC; 48K + DOS
Sce: Atari Prog Exchng \$22.95

ADD WITH CARRY

(Skills pract)

5)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice in columnar addition; sum digits entered right to left; carries shown; disk version \$24.95.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K + tape
Sce: Compuware \$11.95 [pk46,4p]**
Rev's: MJ V3#2(+)

SPEED DRILL

(Skills pract)

6)Subj/Topic: Arithmetic Grades: 1-6
Description: Timed practice on addition, subtraction, multiplication & division with choice of easy - to - hard problems.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Constrt \$30 [pk73,11p]**
Rev's: JRM V1(+); MJ W81(+)

MATH GAMES

(Educ'l game)

7)Subj/Topic: Arithmetic Grades: 1-3
Description: 4 games provide practice on arithmetic & fractions; Darts (addition), Bomber (fractions), Snoopy, & Easy Math.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Compuware \$14.95

MATHWARE SYSTEMS S

(Tutorial)

8)Subj/Topic: Arithmetic Grades: 1-8
Description: Class management for 50 students, diagnostic testing, complete math curr., data storage, 8 disks with backup.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Math City/Mathware \$350
Rev's: EC V2#4(+); PT 7-8/82(+)

ADDITION & SUBTRACTION

(Tutorial)

9)Subj/Topic: Arithmetic Grades: 1-5
Description: Can introduce new concepts as well as drill. Complete instructions, record keeping; imaginative presentation.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Math City/Mathware \$59

BASIC MATH SKILL GAMES

(Educ'l game)

10)Subj/Topic: Arithmetic Grades: 1-8
Description: Practice with 4 basic arithmetic operations on whole numbers; game format; 3 difficulty levels; 12 programs.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; PET8K/Ap,TRS16K+t
Sce: Mentor Software \$94.95
Rev's: PM W80(+)

SPEED FACTS

(Educ'l game)

11)Subj/Topic: Arithmetic Grades: 1-5
Description: Drill on 4 basic arithmetic operation facts for 1-3 pupils; 1 table or mixed; 3 time limits; continuous scores.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K+dsk,Applesoft
Sce: Ideatech \$16.45

MATH PACE I

(Skills pract)

12)Subj/Topic: Arithmetic Grades: 1-5
Description: Three programs: Mathgrid, Multiplication & Division Fun, & Speed Facts.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K+dsk,Applesoft
Sce: Ideatech \$31.45

BASIC ARITHMETIC SKILLS

(Educ'l game)

13)Subj/Topic: Arithmetic Grades: 1-6
Description: Drills arithmetic facts all 4 ops; verbal/visual/auditory reinforcers; gives help; stores/reprts perf; auto promot.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Edutek Corp. \$95

COUNTING **S

(Skills pract)

14)Subj/Topic: Arithmetic Grades: 1-4
Description: Student must identify product of rows and columns of stars on screen.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$10

COMMAT

(Skills pract)

15)Subj/Topic: Arithmetic Grades: 1-6
Description: The student must match equivalent pairs of arithmetic statements; 11 difficulty levels.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$30

WAR MATH

(Educ'l game)

16)Subj/Topic: Arithmetic Grades: 1-6
Description: Two students compete in game of War; involves doing arithmetic problems selected by teacher.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$30

FOOTBALL MATH

(Educ'l game)

17)Subj/Topic: Arithmetic Grades: 1-6
Description: Two players advance in football by answering math problems; nine difficulty levels.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$30

TICNAT

(Educ'l game)

18)Subj/Topic: Arithmetic Grades: 1-6
Description: Regular Tic Tac Toe and also version involving arithmetic problems; 12 difficulty levels.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$30

BASEBALL MATH

(Educ'l game)

19)Subj/Topic: Arithmetic Grades: 1-6
Description: Two players advance in baseball by answering problems in the 4 basic operations; operands to 20.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$10

MATH RACE

(Educ'l game)

20)Subj/Topic: Arithmetic Grades: 1-6
Description: Two players advance in a car race based on performance in arithmetic problems; operands to 100; 9 diff levels.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Project COMCAL \$30

TABLES 1-12, 4 BASIC OPER'S

(Rote drill)

21)Subj/Topic: Arithmetic Grades: 1-4
Description: Drill on arithmetic facts, tables 1-12, addition, subtraction, multiplication & division; graphix reinforcers.
Syst(s): Apple PET TRS-80

Lang/Min Hdware: BASIC; 8K PET; 16K Ap/TRS
Sce: Educat'l Activit's \$15.95
Rev's: SMW W82(+)

ADDIT'N&SUBTR'N,WHOLE NOS.

(Skills pract)

22)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice adding & subtracting whole numbers; graphics reinforcers; multiple difficulty levels.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; PET8K/others16K+t
Sce: Educat'l Activit's \$15.95
Rev's: JRM V1(-)

INTRO TO MATH ON COMPUTER

(Skills pract)

23)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice on 4 basic operations; 6 difficulty levels; automatic promotion; disk version \$39.95.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; PET8K/others16K+t
Sce: Educat'l Activit's \$34.95
Rev's: JRM V1(-); ET 4/82(-); SMW Su81(0)

FACT TRACK

(Rote drill)

24)Subj/Topic: Arithmetic Grades: 1-6
Description: Timed drill on basic arithmetic facts; multiple difficulty levels; optional race format.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; App48K+d;Ata40K+d
Sce: Sci Research Assoc \$100
Rev's: ER 81(+)

MATH PAK I

(Skills pract)

25)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice on 4 basic operations; each digit checked as entered; reports performance; game if score above 90.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III,tape
Sce: Sandpiper Software \$14.95
Rev's: TCT 6-7/80; SMW Su81(+)

MATHELP

(Skills pract)

26)Subj/Topic: Arithmetic Grades: 1-6
Description: Gives practice on the 4 basic arithmetic operations.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Software Industries \$9.90 [pk76,3p]**

PRESCRIPTIVE MATH DRILL

(Skills pract)

27)Subj/Topic: Arithmetic Grades: 1-4
Description: Teacher specifies arithmetic lessons for 100 students; the computer administers drills, stores & reports perf'c.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Hartley Courseware \$79.95
Rev's: SMW W82(+); EC V2#6(+)

ADD'N DRILL,MULTIP'N DRILL

(Skills pract)

28)Subj/Topic: Arithmetic Grades: 1-6
Description: Pract on whole no. add'n and multipl'n; step-by-step help as needed; 5 diff levels; 2 prog's; disk vers \$19.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Edu-Soft \$14.95

ADDITION

(Skills pract)

29)Subj/Topic: Arithmetic Grades: 1-6
Description: Column integer addition, right to left answering, opt'l carry marking, graphic feedback; 24 diff'c'y levels.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K+tape,all ROM's
Sce: Teaching Tools \$20
Rev's: SMW W82(+); CCS 82(0); SMW Su82(+)

SUBTRACTION

(Skills pract)

30)Subj/Topic: Arithmetic Grades: 1-6
Description: Column integer subtraction, right to left answering, opt'l regrouping marking, graphic feedback; 12 diff levels.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K+tape,all ROM's
Sce: Teaching Tools \$20
Rev's: SMW Su82(+); CC 10/81(+); CCS 82(0)

† This is a new entry in THE SOFTWARE FINDER. ** See Intro. and Sect. II-3.

MATHEMATICS: Arithmetic (CONT)

COMPUTATION (Educ'l game)

1)Subj/Topic: Arithmetic Grades: 1-6
Description: Child matches any arith expres'n behind boxes w/ ans'r or equal expres'n; 2 players, 1-8 levels; on disk \$25.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; 16K + tape
Sce: T.H.E.S.I.S. \$20 [pk24,2p]**
Rev's: PM Su81(+)

DIVIDE (Rote drill)

2)Subj/Topic: Arithmetic Grades: 1-6
Description: Problems in short division; reinforces multiplication tables; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$24.95 [pk52,5p]**

MATH FACTS (Skills pract)

3)Subj/Topic: Arithmetic Grades: 1-6
Description: Pract for 1 to 4 students in +, -, x, or div, student fills in blank in equation, scoring can be obtained.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Little Bee \$10.95

MULT FACTS (Rote drill)

4)Subj/Topic: Arithmetic Grades: 1-5
Description: Drills pupil on basic multiplication facts, either one table or mixed; reports student performance.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2.1
Sce: Indian Head Softwe \$3.95

DIVISION FACTS (Rote drill)

5)Subj/Topic: Arithmetic Grades: 1-5
Description: Drill on division facts; choice of exercise types; reports student performance.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2.1
Sce: Indian Head Softwe \$3.95

ADD (Rote drill)

6)Subj/Topic: Arithmetic Grades: 1-4
Description: Single-digit problems; choice of straight addition problems or problems with demonstration of reversed digits.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET 8K/VIC 5K + t
Sce: Comm>Data Comp Hse \$9.95

ARITHMETIC DRILL PROGRAM (Skills pract)

7)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice on whole number arithmetic; 10 different lessons, 3 difficulty levels; graphics reinforcers.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Mic'comp Soft Sys \$25

ADDITION WITH CARRY (Skills pract)

8)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice adding where carries req'd; on-screen solution; carries marked; immed error flag; App vers \$24.95.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap48K+d;PET/TRS+t
Sce: Miccomp Workshops \$20

BASIC ADDITION FACTS (Rote drill)

9)Subj/Topic: Arithmetic Grades: 1-6
Description: Drill on addition facts; random problems or specified operands; reviews those missed; reports performance.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

SUBTRACTING WITH OBJECTS (Rote drill)

10)Subj/Topic: Arithmetic Grades: 1-2
Description: 10 subtraction problems with operands 1 to 10; graphic representation of each problem; reports performance.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + PET
Sce: Micro-Ed \$7.95

ADD'G/SUBTRACT'G IN COL'S (Rote drill)

11)Subj/Topic: Arithmetic Grades: 1-6

**CONCEPT
EDUCATIONAL
SOFTWARE**
P.O. BOX 6184
ALLENTOWN, PA 18001
(215) 266-1679

Description: Practice adding 2- & 3-place numbers in columns; sums entered right to left; reports pupil performance.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

ADDING WITH OBJECTS (Rote drill)

12)Subj/Topic: Arithmetic Grades: 1-2
Description: 10 random addition problems with sums to 20; each problem represented graphically; reports pupil performance.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

BASIC MULTIPLICATION FACTS (Skills pract)

13)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice on-multiplication facts; random or specified operands; reviews problems missed; reports perform'nc.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Micro-Ed \$7.95
Rev's: SMW Su81

MATH BID (Skills pract)

14)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice on 4 basic arithmetic operations; pupil bids based on his/her estimate of ability to do each problem.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET8K/VIC5K+tape
Sce: Micro-Ed \$7.95

TARGET MATH (Skills pract)

15)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice on the 4 basic operations; graphics reinforcers; pupil's performance is reported.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

ADDITION WITH CARRY (Skills pract)

16)Subj/Topic: Arithmetic Grades: 1-6
Description: On-screen practice in addition with carry; user controls format from 1 to 9 rows & columns; random generation.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Micro-Ed \$20

JANEPLUS (Simulation)

17)Subj/Topic: Arithmetic Grades: 1-12
Description: Observing how children pictured on screen change numbers motivates discussion of simple math functions.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; PET16K+t;Ap32K+d
Sce: Longman Group \$ n/av

MATH TABLES DRILL (Rote drill)

18)Subj/Topic: Arithmetic Grades: 1-3
Description: Practice arithmetic facts; gives 20 problems, all 4 operations, on specified operand; performance report.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Basics & Beyond \$24.95 [pk14,30p]**

NUMBER STRINGS (Skills pract)

19)Subj/Topic: Arithmetic Grades: 1-8
Description: Practice adding strings of whole numbers; user controls quantity & number of digits.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 8K/PET/16KAp,TRS,t
Sce: Micro Learningware \$7.95
Rev's: CC 10/80

MATH DRILL (Skills pract)

20)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice in adding, subtracting, multiplying or dividing whole nos.; mult. difficulty levels; uses grafx.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 8K/PET/16KAp,TRS+t
Sce: Micro Learningware \$7.95
Rev's: CC 10/80

SPEED DRILL (Skills pract)

21)Subj/Topic: Arithmetic Grades: 1-8
Description: Timed drill on adding, subtracting, multiplying & dividing whole numbers; multiple difficulty levels.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Micro Learningware \$7.95

MATHRACE (Rote drill)

22)Subj/Topic: Arithmetic Grades: 1-6
Description: Drill allows up to 9 to have race on 4 basic operations facts; 4 levels of difficulty.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Comalдор \$20

SUPER DRILL (Skills pract)

23)Subj/Topic: Arithmetic Grades: 1-6
Description: Students practice 4 basic operations of addition, subtraction, multiplication & division.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K;disk
Sce: T.I.E.S. \$49.95 [pk120,4p]**

MATH TEST AND RECORD (Skills pract)

24)Subj/Topic: Arithmetic Grades: 1-8
Description: Teacher initializes for math skill, level & # of problems; program gives probs,recds/reprts perf;disk \$12.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+tape;32K+disk
Sce: Cove View Press \$9.95

LEGACY (Educ'l game)

25)Subj/Topic: Arithmetic Grades: 1-6
Description: Game against computer which involves recalling multiplication facts before time runs out; uses sound, graphix.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Teck Associates \$19.95 [pk59,14p]**
Rev's: SMW Su81(+)

MATHEMATICS: Arithmetic (CONT)

FAST MATH PACER (Skills pract)

1)Subj/Topic: Arithmetic Grades: 1-8
Description: Teacher sets kind and no. of probs/min.; prog flashes problem, pauses, then follows with response; on disk \$12.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+tape; 32K+disk
Sce: Cove View Press \$9.95

NUMBER BLAST (Educ'l game)

2)Subj/Topic: Arithmetic Grades: 1-10
Description: Pract add'n/multiplication facts or problems; prog gives prob, players "blast" to answer w/ joysticks; 3 speeds.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t; 24K+d/joyst
Sce: Atari Prog Exchn \$15.95
Rev's: SMW W83(-)

%DRILL II (Rote drill)

3)Subj/Topic: Arithmetic Grades: 1-4
Description: Timed drill in addition, subtraction & multiplication facts; records and reports progress.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + 2 disks
Sce: Teck Associates \$29.95

ARITHMETIC CLASSRM-ADDIT'N (Tutorial)

4)Subj/Topic: Arithmetic Grades: 1-6
Description: Diagnostic, tutorial, practice, mast test functions teach addition; multiple difficulty levels, perf reports.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3, Aplsfst
Sce: Sterling Swift \$49.95
Rev's: CTG V1#3(+); SMW W83(+)

LEARN'G SYST-WHOLE NUMBERS (Tutorial)

5)Subj/Topic: Arithmetic Grades: 1-6
Description: Diag, tutorial, pract(includ'g games), mast test, class mgt functions; all 4 basic ops; mult levels, perf reports; 6 dsks.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3, Aplsfst
Sce: Sterling Swift \$495

MATH DIVING (Skills pract)

6)Subj/Topic: Arithmetic Grades: 1-6
Description: Choose operation add, subtr, mult, div at one of six levels; 2 players climb tower, try to be first to dive.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: JMH Software of MN \$9.95

NUMBER JUMPER (Skills pract)

7)Subj/Topic: Arithmetic Grades: 1-4
Description: Practice the skill of adding numbers quickly; start small, eventually add nine numbers in a row.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; 5K + tape
Sce: Micro-Ed \$14.95

MATH DERBY (Educ'l game)

8)Subj/Topic: Arithmetic Grades: 1-7
Description: Math drill game in horse race format; 1-3 players select own drill (4 basic ops); user inputs set difficulty.
Syst(s): TRSCol
Lang/Min Hdware: BASIC; 16K + tape
Sce: Color Sftwe Svcs \$12.95

MATHWAR (Educ'l game)

9)Subj/Topic: Arithmetic Grades: 1-12
Description: Game of Battleship for two; can "fire" if math facts correct; choice of skills drilled & different levels.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape or disk
Sce: Comalдор \$20

SIGMA (Educ'l game)

10)Subj/Topic: Arithmetic Grades: 1-3
Description: Addition drill for random one digit problems based on a hockey game format.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Mercer Systems \$5.95

GALAXY MATH FACTS GAME (Educ'l game)

11)Subj/Topic: Arithmetic Grades: 1-9
Description: Six games that give challenging & motivating format for drill on basic math skills; disk version \$147.
Syst(s): Apple Atari TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Random House \$99

GRANDPRIX (Educ'l game)

12)Subj/Topic: Arithmetic Grades: 1-9
Description: Simulated auto race that motivates student in practice of basic math facts.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; 48K + disk
Sce: Random House \$147

COBBYHOLES (Educ'l game)

13)Subj/Topic: Arithmetic Grades: 1-6
Description: Students build fences around sets of 2 or 3 nos. in 3x3 grid so sets add to target sum; 1 or 2 players; timed.
Syst(s): Apple TRSCol
Lang/Min Hdware: BASIC; Ap48K/TRSC32K+dsk
Sce: The Learning Co. \$45

ALIEN ADDITION (Educ'l game)

14)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice in addition of numbers 0-9 in arcade game format; student fires laser cannon at invader; perf rept.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Dev'l Learn'g Mat's \$39
Rev's: ET 11/82(0); CRC V1#1(0); CR 8-9/82(+)

MINUS MISSION (Educ'l game)

15)Subj/Topic: Arithmetic Grades: 1-6
Description: Practice in subtr'n of numbers 0-9 in arcade format; involves robot, lasers and enemy "slime"; reports perf'nc.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Dev'l Learn'g Mat's \$39
Rev's: ET 11/82(0); CRC V1#1(0); CR 8-9/82(+)

ALLIGATOR MIX (Educ'l game)

16)Subj/Topic: Arithmetic Grades: 1-6
Description: Pract add'g, subtrac't'g nos. 0-9 in arcade format; stud't tries to rescue apples from alligators; perf reports.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+dsk, Applesoft
Sce: Dev'l Learn'g Mat's \$39
Rev's: ET 11/82(0); CRC V1#1(0); CR 8-9/82(+)

TIMES (Rote drill)

17)Subj/Topic: Arithmetic Grades: 1-4
Description: Drill on multiplication facts to 9; gives right ans after 2 wrong; shows time to answer; disk version \$10.95.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95
Rev's: SMW Su81(-)

METEOR MATH (Rote drill)

18)Subj/Topic: Arithmetic Grades: 1-3
Description: Drill on arithmetic facts; player tries to destroy menacing meteors.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K + tape
Sce: Computware \$11.95 [pk29,3p]**

MATH DRILL (Skills pract)

19)Subj/Topic: Arithmetic Grades: 1-9
Description: Practice addition, subtraction, multiplication & division, large or small display; time opt; dsk vers \$24.95.
Syst(s): Apple
Lang/Min Hdware: BASIC; 16K + tape
Sce: Computware \$11.95 [pk46,4p]**
Rev's: MJ V3#1(0)

†MATH TEST (Skills pract)

20)Subj/Topic: Arithmetic Grades: 1-4
Description: Student chooses either addition, subtraction, multiplication or division problems; performance summarized.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; 5K + tape
Sce: Comm*Data Comp Hse \$7.95

†LOOKAHEAD (Educ'l game)

21)Subj/Topic: Arithmetic Grades: 1-12
Description: One or two player game of number strategy using simple addition; several skill levels included.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Johnson Software \$15.95

†PICK IT (Educ'l game)

22)Subj/Topic: Arithmetic Grades: 1-8
Description: Teaches concept of addition plus assists in drill & practice; one or 2 players compete.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Johnson Software \$20

†ARITH CLASSRM-SUBTRACTION (Tutorial)

23)Subj/Topic: Arithmetic Grades: 1-6
Description: Diagnostic, tutorial, practice & mastery test functions teach subtrac'n; multiple diffic levels; perf repts.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Sterling Swift \$49.95
Rev's: CTG V1#3(+)

†ARITH CLASSRM-MULTIPLIC'N (Tutorial)

24)Subj/Topic: Arithmetic Grades: 1-6
Description: Diagnostic, tutorial, practice & mastery test functions teach multipl'n; multiple diffic levels; perf reports.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Sterling Swift \$49.95
Rev's: CTG V3#1(+)

†ARITH CLASSROOM-DIVISION (Tutorial)

25)Subj/Topic: Arithmetic Grades: 1-6
Description: Diagnostic, tutorial, practice & mastery test functions teach division; multiple diffic levels; perf reports.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Sterling Swift \$49.95
Rev's: CTG V3#1(+)

†FACTS MATCH SUBTRACTION (Rote drill)

26)Subj/Topic: Arithmetic Grades: 1-2
Description: In game-like setting, student matches numerals with word names & combinations; 3 levels of difficulty.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Bertamax \$29.50

†FACTS MATCH MULTIPLICATION (Rote drill)

27)Subj/Topic: Arithmetic Grades: 1-2
Description: In game-like setting, student matches numerals with word names & combinations; 3 levels of difficulty.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Bertamax \$29.50

†BASIC MATH FACTS DRILL (Skills pract)

28)Subj/Topic: Arithmetic Grades: 1-6
Description: Drill in 4 basic ops; 20 exercises each lesson, game activity at end of lesson, immed feedback & scoring; Ap \$49.50.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d, TRS 16K+t
Sce: Random House \$39
Rev's: ET 7/82(+)

†VIDEO MATH FLASH CARDS (Rote drill)

29)Subj/Topic: Arithmetic Grades: 1-4
Description: 2 minute drills; choose from add, subtr, mult, or div, or a mixture of all 4; contains review; individ or group.
Syst(s): Atari
Lang/Min Hdware: BASIC; 8K + tape
Sce: Atari Prog Exchn \$15.95

MATHEMATICS: Arithmetic (CONT)**†ADDITION INVADERS** (Educ'l game)

1)Subj/Topic: Arithmetic Grades: 1-4
Description: To save the earth, answer the addition problem before the space invader reaches your base.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
See: Comm*Data Comp Hse \$7.95

†GAME DISK #1 (Educ'l game)

2)Subj/Topic: Arithmetic Grades: 1-5
Description: Five 1 & 2 player games give practice in basic math & spelling; hangman & other formats.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K + disk
See: H.E.L. Laborator's \$24.95

†MATH DUEL (Educ'l game)

3)Subj/Topic: Arithmetic Grades: 1-6
Description: Build math skills; with auto handicapping; joysticks required; on disk \$29.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape or disk
See: H.E.L. Laborator's \$11.95

†BASIC MATH (Educ'l game)

4)Subj/Topic: Arithmetic Grades: 1-4
Description: Flash card practice for beginners in selecting highest no. & 4 basic arith operations; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape or disk
See: H.E.L. Laborator's \$11.95

†ADDITION & SUBTRACTION (Tutorial)

5)Subj/Topic: Arithmetic Grades: 1-3
Description: Teaches basic concepts of adding things; simple examples; student participation; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
See: Right On Programs \$13

†MATH FOR ALL AGES (Tutorial)

6)Subj/Topic: Arithmetic Grades: 1-3
Description: Stu'n't learns basic opera'n's in add'tn, multipl't'n, subtr't'n, ' div's'n in a cur'culm bsd, sequ't'l arrangement.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K+ disk
See: Aquarius Publish's \$450

†SPACE MATH (Educ'l game)

7)Subj/Topic: Arithmetic Grades: 1-6
Description: Students practice 4 math operations; teachers able to set own learning parameters.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
See: Learning Well \$49.95

†ADDEDS (Educ'l game)

8)Subj/Topic: Arithmetic Grades: 1-3
Description: Student finds addends and is rewarded by "happy birthday"; Apple version reward is visual.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
See: J.B. Hirsch \$20

†MUSICAL MATH (Educ'l game)

9)Subj/Topic: Arithmetic Grades: 1-4
Description: Game provides practice in 4 basic arith ops; songs reward correct answers; three difficulty levels.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t; 24K+d
See: Hayden Book Co. \$34.95

†WONDERFUL WIZARD (Educ'l game)

10)Subj/Topic: Arithmetic Grades: 1-3
Description: Practice in math; correct answers to problems move man to castle.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K + tape
See: Comp Lrg Ctr Child \$14.95

†BASIC MATH (Tutorial)

11)Subj/Topic: Arithmetic Grades: 1-3
Description: Basic math skills taught & practiced by counting blocks; graphic

rewards.

Syst(s): Atari

Lang/Min Hdwre: BASIC; 16K+ tape or disk
See: Comp Lrg Ctr Child \$24.95

†SHIP'S ABOY - MATH DRILL (Skills pract)

12)Subj/Topic: Arithmetic Grades: 1-3
Description: Timed drill & practice in addition, subtraction, multiplication & division; music.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 48K + disk
See: Comp Lrg Ctr Child \$24.95

TIMES TABLES (Rote drill)

13)Subj/Topic: Arithmetic Grades: 2-5
Description: Drill on times tables. Performance summarized. Code tells teacher table completed & number of times it took.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
See: Comm*Data Comp Hse \$9.95

ARITH VOCABULARY (Rote drill)

14)Subj/Topic: Arithmetic Grades: 2-8
Description: Drill on basic arithmetic vocabulary; also reviews definitions & gives examples; reports student perform'c.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2.1
See: Indian Head Softwe \$5.95

LONG DIVISION (Skills pract)

15)Subj/Topic: Arithmetic Grades: 2-6
Description: Pract on rand generated long div'n probs w/ 1-3 digit divisors; worked on screen; immed error flag; on disk \$24.95.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap48K+d;PET/TRS+t
See: Microcomp Workshops \$20
Rev's: TCT V8#2(+)

1-2-3 DIGIT MULTIPLICATION (Skills pract)

16)Subj/Topic: Arithmetic Grades: 2-6
Description: On-screen practice multiplying 3-digit numbers by numbers with 1 to 3 digits (users choice); random generation.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
See: Micro-Ed \$7.95

LONG DIVISION (Skills pract)

17)Subj/Topic: Arithmetic Grades: 2-6
Description: Learner chooses 1,2 or 3 digit divisor, works problem on screen; each entry checked for error; gives help.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
See: Micro-Ed \$20

MATH SHOOTOUT (Educ'l game)

18)Subj/Topic: Arithmetic Grades: 2-6
Description: Learner tries to do arithmetic problems before Bad Math Mac draws; multiple difficulty levels; reports perf.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; 8K + tape
See: Micro-Ed \$7.95

NUMBO-JUMBO (Skills pract)

19)Subj/Topic: Arithmetic Grades: 2-8
Description: Practice in addition, subtraction, multiplication & division of integers on 4 levels; time limits on prob's.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
See: Robert Baker \$19.95

LONG DIVISION (Skills pract)

20)Subj/Topic: Arithmetic Grades: 2-9
Description: Practice working long division problems on screen as if on paper; help available; 4 difficulty levels.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
See: Basics & Beyond \$29.95 [pk16,20p]**

MULTIPLICATION (Skills pract)

21)Subj/Topic: Arithmetic Grades: 2-9
Description: Practice working multiplication problems on the screen as if on paper; help available; 5 difficulty levels.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
See: Basics & Beyond \$24.95 [pk16,20p]**
Rev's: SMW Su81(-)

DIVISION DRILL (Skills pract)

22)Subj/Topic: Arithmetic Grades: 2-6
Description: Practice dividing whole numbers; problems come out even; multiple difficulty levels.
Syst(s): PET TRS-80 TRSCol
Lang/Min Hdwre: BASIC; App+d; PET/TRS+t
See: Micro Learningware \$7.95
Rev's: CC 10/80

MATHMADNESS (Rote drill)

23)Subj/Topic: Arithmetic Grades: 2-6
Description: Multiplication drill; facts from 4 to 9. Displays pupil's results in ranked order. May drop timing sequence.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
See: Comalдор \$20

MATHFLASH (Rote drill)

24)Subj/Topic: Arithmetic Grades: 2-6
Description: Flash cards on computer. Questions on any of 4 basic arithmetic operations or mixture; 5 difficulty levels.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
See: Comalдор \$20

†COMP ACTIVITIES IN MATH 3 (Skills pract)

25)Subj/Topic: Arithmetic Grades: 2-4
Description: Highly motivating activities that encourage mastery of arith skills; 5 concept strands, 10 lessons per strand.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
See: Bertamax \$39.80

THE ELEM. MATH EDU-DISK (Skills pract)

26)Subj/Topic: Arithmetic Grades: 2-6
Description: Interactive lessons to teach +, -, x, & div on 9 skill levels, color, voice (opt) reinforcers; stores/reports perf.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
See: Muse Software \$39.95
Rev's: JRM V1(+); PM Su80(-); SMW Su82(+)

†SUM IT MOUNTAIN (Educ'l game)

27)Subj/Topic: Arithmetic Grades: 2-5
Description: Carry flag to top in fastest time by adding numbers rapidly; any mistake means start over; clocked time.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET 8K/VIC5K+tape
See: Micro-Ed \$14.95

DIVISION DRILL (Rote drill)

28)Subj/Topic: Arithmetic Grades: 2-8
Description: Pre-test, drill, post-test of division facts. Student's goal is to reach level 25; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
See: Schl & Home CseWar \$24.95 [pk18,2p]**

†TWO MINUTE WARNING (Educ'l game)

29)Subj/Topic: Arithmetic Grades: 2-6
Description: Football race against the clock as player subtracts yardage on way to goal; practice successive subtraction.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET 8K/VIC5K+tape
See: Micro-Ed \$14.95

TICTACARITH (Skills pract)

30)Subj/Topic: Arithmetic Grades: 2-6
Description: 9 arithmetic problems randomly generated to teacher's specifications, placed on Tic Tac Toe grid.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
See: N.C.C.C.D. \$5

†SLAM DUNK (Educ'l game)

31)Subj/Topic: Arithmetic Grades: 2-5
Description: Drill & practice on subtraction facts in a basketball format; make 5 shots in a row & get a slam dunk.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET 8K/VIC5K+tape
See: Micro-Ed \$14.95

† This is a new entry in THE SOFTWARE FINDER.

* TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.

MATHEMATICS: Arithmetic (CONT)

MULTIPLICATION (Skills pract)

1)Subj/Topic: Arithmetic Grades: 2-6
Description: Generates & scores exercises involving simple multiplication problems; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

†SUBTRACTION INVADERS (Educ'l game)

2)Subj/Topic: Arithmetic Grades: 2-4
Description: To save the earth, answer the subtraction problem before the space invader reaches your base.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
Sce: Comm*Data Comp Hse \$7.95

FACT SHEETS (Rote drill)

3)Subj/Topic: Arithmetic Grades: 2-6
Description: Generates worksheets & corresponding ans keys for math facts practice; all problems random; printer req'd.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+d,Ap1sft,ptr
Sce: Hartley Courseware \$49.95

†MULTIPLY (Educ'l game)

4)Subj/Topic: Arithmetic Grades: 2-8
Description: Must answer problems in adding, subtracting multiplying & dividing before time runs out.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Reston Publishing \$24.95

DIVISION (Skills pract)

5)Subj/Topic: Arithmetic Grades: 2-6
Description: Generates & scores exer's involving division problems with 2- to 7-digit operands; reports student perform'c.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

ARITHMETIC DRILL: +,-,x (Skills pract)

6)Subj/Topic: Arithmetic Grades: 2-6
Description: Drill in addition, subtraction, & multiplication is provided; 38 levels of difficulty.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K+disk
Sce: Comp Cseware Svcs \$55

MAGIC SQUARES (Skills pract)

7)Subj/Topic: Arithmetic Grades: 2-6
Description: Generates & scores exercises involving 3 X 3 magic squares with blank elements; student fills in; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

MATH STRATEGY (Rote drill)

8)Subj/Topic: Arithmetic Grades: 2-8
Description: Drill on math facts, 4 basic ops; uses special "mind's eye" technique to help recall learned tables;sound&color.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3,Ap1sft
Sce: Behavioral Engin'g \$45
Rev's: IW 6/82(+); BR V1#2(0)

DIVISION DRILL (Rote drill)

9)Subj/Topic: Arithmetic Grades: 2-5
Description: Drill on division facts to 90/9; gives the correct answer after 2 wrong; displays time; disk version \$10.95.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

MULTIPLICATION INVADERS (Educ'l game)

10)Subj/Topic: Arithmetic Grades: 2-6
Description: Student protects star base from alien invaders by solving multiplic'n problems in time; with color and sound.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
Sce: Comm*Data Comp Hse \$9.95

MULTIPLY (Rote drill)

11)Subj/Topic: Arithmetic Grades: 2-6

Description: Practice on single-digit problems; choice of ordinary problems or those showing verified digits; perf report.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
Sce: Comm*Data Comp Hse \$9.95

ARITHMETIC FUND'LS BLS29 (Tutorial)

12)Subj/Topic: Arithmetic Grades: 2-5
Description: 4 programs on 4 basic math operations; contain 29 lessons; each program available separately.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: BLS/Random House \$1479

METEOR MULTIPLICATION (Educ'l game)

13)Subj/Topic: Arithmetic Grades: 2-6
Description: Pract multipl'g numbers 0-9 in arcade game format;stud't defends space station against meteors; reports perf'nc.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Dev'l Learn'g Mat's \$39
Rev's: ET 11/82(0); CRC V1#1(0); CR 8-9/82(+)

DEMOLITION DIVISION (Educ'l game)

14)Subj/Topic: Arithmetic Grades: 2-6
Description: Practice on problems with divisors 0-9 in arcade format;stud't fires cannons at tanks; reports performance.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Dev'l Learn'g Mat's \$39
Rev's: ET 11/82(0); CRC V1#1(0); CR 8-9/82(+)

DRAGON MIX (Educ'l game)

15)Subj/Topic: Arithmetic Grades: 2-6
Description: Pract on difficult mult/divn probs in arcade game format; stud't controls big dragon & destroys spacecraft.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Dev'l Learn'g Mat's \$39
Rev's: ET 11/82(0); CRC V1#1(0); CR 8-9/82(+)

DIVISION, 1-DIGIT DIVISORS (Tutorial)

16)Subj/Topic: Arithmetic Grades: 2-5
Description: Tutorial, pract on division with 1-digit divisors; has pre-/post-test, instructive text, and drill.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Fullmer Associates \$35

ARITHMETIC RACING (Educ'l game)

17)Subj/Topic: Arithmetic Grades: 2-6
Description: Subtle development for students who need basic skill practice;a game of timed arithmetic practices.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Math Software \$175 [pk21,12p]**
Rev's: MSN 10/81(+); TCT 3/82(+)

MULTIPLICATION & DIVISION (Tutorial)

18)Subj/Topic: Arithmetic Grades: 2-6
Description: Complete computer instructions, record keeping, beginning multiplication - long div., word problems.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Math City/Mathware \$59

MATH GAME (Skills pract)

19)Subj/Topic: Arithmetic Grades: 2-6
Description: Generates probs in 4 basic ops, based on age & requested diff level, for math contest; scores on speed,accur'y.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consert \$30 [pk36,6p]**
Rev's: MJ W81(0); JRM V1(+); PM Ed#12(0)

TENS (Skills pract)

20)Subj/Topic: Arithmetic Grades: 2-6
Description: Practice multiplying numbers which are multiples of ten.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consert \$30 [pk73,11p]**
Rev's: JRM V1(+); MJ W81(+)

MULTIPLIC'N & DIVISION FUN (Educ'l game)

21)Subj/Topic: Arithmetic Grades: 2-5
Description: Practice on multipl/division

facts, 1 table or mixed; continuously displays score; reviews problems missed.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K+dsk,Applesoft
Sce: Ideatech \$14.45

MATHGRID (Skills pract)

22)Subj/Topic: Arithmetic Grades: 2-5
Description: Drill on multiplication facts 0-9 for 1 or 2 players; associates grid points to x & y coordinate operands.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K+dsk,Applesoft
Sce: Ideatech \$16.45

MATH PRACTICE (Skills pract)

23)Subj/Topic: Arithmetic Grades: 2-8
Description: Practice in addition, subtraction, multiplication and division; two levels of difficulty.
Syst(s): Atari TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Demi-Software \$9.95

RUNNING (Educ'l game)

24)Subj/Topic: Arithmetic Grades: 2-6
Description: Game in which student tries to win a race by competing with another student on math problems.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$10

MULT'N & DIV'N, WHOLE NOS. (Skills pract)

25)Subj/Topic: Arithmetic Grades: 2-8
Description: Practice multiplying & dividing whole numbers; graphics reinforcers; multiple difficulty levels.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Educat'l Activit's \$15.95

%WHOLE NO. ADD WORKSHT/TEST (Test genrat)

26)Subj/Topic: Arithmetic Grades: 2-6
Description: Generates tests/worksheets on whole no. addition; detailed probl tailoring; teacher ans key; on disk \$29.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K M1/3,tape,ptr
Sce: Educl Micro Systems \$24.95
Rev's: ER 81(0); TCT V8#3(+); SMW Su82(+)

%WHOLE NO. SUBTR WKSHT/TEST (Test genrat)

27)Subj/Topic: Arithmetic Grades: 2-6
Description: Generates tests/worksheets on whole no. subtrac'n;detailed probl tailoring; teacher ans key; on disk \$29.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K M1/3,tape,ptr
Sce: Educl Micro Systems \$24.95
Rev's: ER 81(0); TCT V8#3(+); SMW Su82(+)

%WHOLE NO. DIV'N WKSHT/TEST (Test genrat)

28)Subj/Topic: Arithmetic Grades: 2-6
Description: Generates tests/worksheets on whole no. division; detailed probl tailoring; teacher ans key; on disk \$29.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K M1/3,tape,ptr
Sce: Educl Micro Systems \$24.95
Rev's: ER 81(0); TCT V8#3(+); SMW Su82(+)

%WHOLE NO. MULTN WKSHT/TEST (Test genrat)

29)Subj/Topic: Arithmetic Grades: 2-6
Description: Generates tests/worksheets on whole no. multipl'n;detailed probl tailoring; teacher ans key; on disk \$29.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K M1/3,tape,ptr
Sce: Educl Micro Systems \$24.95
Rev's: ER 81(0); TCT V8#3(+); SMW Su82(+)

%WHOLE NO. DIVISION BY OBJ (Skills pract)

30)Subj/Topic: Arithmetic Grades: 2-6
Description: Pract whole no. division as on paper; detailed probl tailoring; fun reward; detailed perf rept;on disk \$35.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; App48K+d;TRS16K+t
Sce: Educl Micro Systems \$29.95
Rev's: ER 81(0); TCT V8#3(+); SMW Su82(+)

MATHEMATICS: Arithmetic (CONT)

WHOLE NO. MULTIPLY BY OBJ (Skills pract)
 1)Subj/Topic: Arithmetic Grades: 2-6
 Description: Pract whole no. multipl'n as on paper; detailed probl tailoring; fun reward; detailed perf rept; on disk \$35.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; App48K+d; TRS16K+t
 Sce: Educ1 Micro Systems \$29.95
 Rev's: ER 81(0); TCT V8#3(+); SMW Su82(+)

WHOLE NO. ADDITION BY OBJ (Skills pract)
 2)Subj/Topic: Arithmetic Grades: 2-6
 Description: Pract whole no. addition as on paper; detailed prob tailoring; fun reward; detailed perf rept; on disk \$35.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; App48K+d; TRS16K+t
 Sce: Educ1 Micro Systems \$29.95
 Rev's: ER 81(0); TCT V8#3(+); SMW Su82(+)

WHOLE NO. SUBTRACT BY OBJ (Skills pract)
 3)Subj/Topic: Arithmetic Grades: 2-6
 Description: Pract whole no. subtr'n as on paper; detailed prob tailoring; fun reward; perf rept/analysis; on disk \$35.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; App48K+d; TRS16K+t
 Sce: Educ1 Micro Systems \$29.95
 Rev's: ER 81(0); TCT V8#3(+); SMW Su82(+)

WHOLE NO. ARITH SERIES (Skills pract)
 4)Subj/Topic: Arithmetic Grades: 2-6
 Description: Pract whole no. 4 basic ops as on paper; detailed prob tailoring; fun reward; detailed perf rept; on disk \$134.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; App48K+d; TRS16K+t
 Sce: Educ1 Micro Systems \$109.95
 Rev's: ER 81(0); SMW Su82(+); TCT V8#3(+)

ARITHMETIC GAMES (Educ'l game)
 5)Subj/Topic: Arithmetic Grades: 2-6
 Description: Practice on 4 basic arithmetic operations in competitive setting; 6 games, each with 3 difficulty levels.
 Syst(s): Apple Atari
 Lang/Min Hdware: BASIC; App48K, Ata32K; disk
 Sce: Sci Research Assoc \$150

BEAT THE COMPUTER (Skills pract)
 6)Subj/Topic: Arithmetic Grades: 2-6
 Description: Timed or untimed practice in any mixture of 4 basic operations; large numerals; 4 difficulty levels.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III, tape
 Sce: Educ Softwe & Des \$6.95

BLACK-OUT (Educ'l game)
 7)Subj/Topic: Arithmetic Grades: 2-10
 Description: 4 players take turns trying to add/subtract/multiply/divide numbers on 3 dice to match 1 of 64 numbers displayed.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III, tape
 Sce: Educ Softwe & Des \$9.95

SPEED DRILL (Skills pract)
 8)Subj/Topic: Arithmetic Grades: 2-9
 Description: Timed drill on number facts with game-type scoring; optional positive & negative nos.; disk version \$19.95.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Edu-Soft \$14.95 [pk77,2p]**
 Rev's: TCT V8#5(0)

MULTIPLICATION (Skills pract)
 9)Subj/Topic: Arithmetic Grades: 2-8
 Description: Problems displayed vertically; answers entered right to left, carrying can be marked & errors erased.
 Syst(s): CBM PET
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Teaching Tools \$24.95

MATH FACTS LEVEL III (Skills pract)
 10)Subj/Topic: Arithmetic Grades: 2-4
 Description: Practice on adding up to 3 columns; also add with carry & subtraction

w/ borrow; detailed graphic cues; on disk \$25.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 24K+tape; 32K+disk
 Sce: T.H.E.S.I.S. \$20

MULTIPLY (Rote drill)
 11)Subj/Topic: Arithmetic Grades: 2-6
 Description: Drill on multiplication tables; difficulty adjusts to student performance; disk version \$24.95.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III+tape
 Sce: Jensen Software \$19.95 [pk52,5p]**

MATH RACE 2 (Educ'l game)
 12)Subj/Topic: Arithmetic Grades: 2-4
 Description: Game for 1 or 2 players involving intermed't level addition & subtraction; race adds interest; on disk \$24.95.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III+tape
 Sce: Jensen Software \$19.95 [pk50,5p]**

MAGIC SQUARES (Skills pract)
 13)Subj/Topic: Arithmetic Grades: K
 Description: Stud't enters N then watches an NxN square formed which may have same row col diag sums; disk \$15.
 Syst(s): Apple Atari TRS-80
 Lang/Min Hdware: BASIC; 16K; TRS+t, Ap/At+d
 Sce: Cybernetic Info \$10

LONG DIVISION (Tutorial)
 14)Subj/Topic: Arithmetic Grades: 2-9
 Description: Teaches, gives practice, reviews & reinforces the learning of long division principals; on disk \$19.95.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; 16K+t; 32K+disk
 Sce: Educat'l Activit's \$16.95

MATH MASTER (Tutorial)
 15)Subj/Topic: Arithmetic Grades: 2-8
 Description: Teaches add, subtract, multiply & divide whole #'s & fractions; flash cards; 25 difficulty levels.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Instant Software \$17.95

SIMPLE MULT'CTN & DIVISION (Tutorial)
 16)Subj/Topic: Arithmetic Grades: 2-4
 Description: Intro to concepts of multiplying & dividing things, then numbers; examples given; on disk \$15.
 Syst(s): Apple PET
 Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
 Sce: Right On Programs \$13

BIG MATH ATTACK (Educ'l game)
 17)Subj/Topic: Arithmetic Grades: 2-6
 Description: 4 basic math skills are reinforced with arcade game format; on disk \$25.
 Syst(s): Apple Atari
 Lang/Min Hdware: BASIC; App48K+d; Atl6K+t
 Sce: T.H.E.S.I.S. \$20

MICRO MATH BLASTER (Educ'l game)
 18)Subj/Topic: Arithmetic Grades: 2-4
 Description: Basic math skills practiced in arcade game format; varied levels of difficulty; on disk \$19.95.
 Syst(s): TRS-80 VIC-20
 Lang/Min Hdware: BASIC; 16K+ tape or disk
 Sce: M-R Info Syst \$15.95

MATH HUNT: MATH FACTS, +/- (Educ'l game)
 19)Subj/Topic: Arithmetic Grades: 2-7
 Description: 4 stud'ts cooperatively or competitively solve addition/subtraction problems in various formats; disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t, 24K+d
 Sce: Edupro \$19.95

MATH HUNT: AMER YRS, MULT/DIV (Educ'l game)
 20)Subj/Topic: Arithmetic Grades: 2-7
 Description: 4 stud'ts solve puzzles & problems in multiplication/division; simultaneous screen access; disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t; 24K+d; joyst
 Sce: Edupro \$19.95

MATH RACE: AMER THEME, +/- (Educ'l game)
 21)Subj/Topic: Arithmetic Grades: 2-7
 Description: 8 stud'ts simultaneously move across their race tracks solving addition & subtraction problems; disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t; 24K+d
 Sce: Edupro \$19.95

MATH RACE: AMER THEME, MULT/DIV (Educ'l game)
 22)Subj/Topic: Arithmetic Grades: 2-7
 Description: 8 students simultaneously solve multiplication & division problems; on disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t; 24K+d
 Sce: Edupro \$19.95

FACTO MATH (Skills pract)
 23)Subj/Topic: Arithmetic Grades: 2-6
 Description: Stud't practices addition & subtraction & multiplication; lg nos reinforces visual recognition.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 32K+ disk or tape
 Sce: Edco \$25

MATH FOOTBALL (Educ'l game)
 24)Subj/Topic: Arithmetic Grades: 2-5
 Description: Provides drill in math problems with football field game format; sound and graphics.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+ tape or disk
 Sce: Johnson Software \$20

SIGMA-82 (Educ'l game)
 25)Subj/Topic: Arithmetic Grades: 2-5
 Description: Provides practice in addition, subtraction, multiplication & division; 9 different speed levels.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Mercer Systems \$6.95

ADDITION/SUBTRACTION (Skills pract)
 26)Subj/Topic: Arithmetic Grades: 2-4
 Description: Practice addition or subtraction in vertical format; 2 levels; report card scoring.
 Syst(s): TRSCol
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Computer Island \$11.95

COMP ACTIVITIES IN MATH 4 (Skills pract)
 27)Subj/Topic: Arithmetic Grades: 3-5
 Description: Highly motivating activities that encourage mastery of arith skills; 5 concept strands, 10 lessons per strand.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 32K + disk
 Sce: Bertamax \$39.80

COMP ACTIVITIES IN MATH 5 (Skills pract)
 28)Subj/Topic: Arithmetic Grades: 3-5
 Description: Highly motivating activities that encourage mastery of arith skills; 5 concept strands, 10 lessons per strand.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 32K + disk
 Sce: Bertamax \$39.80

MATHEMATIC-TAC-TOE (Skills pract)
 29)Subj/Topic: Arithmetic Grades: 3-10
 Description: Addn, subtr, mult, div, drill on 15 difficulty levels & 15 time limit levels; two players needed.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Atari Prog Exchg \$15.95

MATH UFO (Educ'l game)
 30)Subj/Topic: Arithmetic Grades: 3-7
 Description: 1 or 2 players; select from add, subtr, mult, or div, fast moving arcade style challenge.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 24K + tape
 Sce: Atari Prog Exchg \$22.95

MATHEMATICS: Arithmetic (CONT)

†SECTOR-FIVE (Educ'l game)

1)Subj/Topic: Arithmetic Grades: 3-8
Description: Exercise in estimation; key to success is estimating correctly number of space invaders appearing on scanner.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET 8K/VIC3K+tape
Sce: Micro-Ed \$14.95

†PINBALL IQ (Educ'l game)

2)Subj/Topic: Arithmetic Grades: 3-6
Description: Gives practice in finding whole number part of quotient in division; correct answers build up pinball score.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET 8K/VIC5K+tape
Sce: Micro-Ed \$14.95

†LAST OF THE NINTH (Educ'l game)

3)Subj/Topic: Arithmetic Grades: 3-6
Description: Must solve a variety of multiplication problems correctly to win the game; team is trailing by 10 runs.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET 8K/VIC5K+tape
Sce: Micro-Ed \$14.95

ARITH-MAGIC (Skills pract)

4)Subj/Topic: Arithmetic Grades: 3-8
Description: 3 programs allow exploration and practice with whole number concepts in enjoyable formats.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; App32K/others 16K
Sce: Quality Educ Designs \$35
Rev's: EC 3-4/82(0); ET 5/82(+); SMW Su82(+)

SOCCER MATH (Educ'l game)

5)Subj/Topic: Arithmetic Grades: 3-8
Description: Utilizes graphic-displayed players. Choice of addition, multiplication or subtraction; various difficulty levels.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; 48K+d; AppDOS3.3
Sce: Computations \$24.95
Rev's: CRC V1#1(+)

GREATER THAN/LESS THAN (Skills pract)

6)Subj/Topic: Arithmetic Grades: 3-6
Description: The student replaces the "?" with < or > in problems like (8+6)?(19-4); reports student performance.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

MEDAL WINNER (Educ'l game)

7)Subj/Topic: Arithmetic Grades: 3-6
Description: Students take turns trying to create mult problem with largest product from 3 digits given; awards given.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET8K/VIC5K+tape
Sce: Micro-Ed \$14.95

MATH SAFARI (Educ'l game)

8)Subj/Topic: Arithmetic Grades: 3-6
Description: Hunt awful Addchnids, Subslimps, Mulgrillas, Divaglons. As safari progresses, problems appear faster.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$20

†DIVISOR GAME (Educ'l game)

9)Subj/Topic: Arithmetic Grades: 3-9
Description: Practice factoring integers in game against the computer; adjustable difficulty levels.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III,tape
Sce: Basics & Beyond \$24.95 [pk14,30p]**

MATH FACTS GAMES I (Educ'l game)

10)Subj/Topic: Arithmetic Grades: 3-6
Description: 4 games played against the computer; works on upgrading arith skills alone or in combination; \$39.80 on disk.
Syst(s): Apple Atari TRS-80 TRSCol
Lang/Min Hdware: BASIC; Ap/At+d; TRS/C+t
Sce: Bertamax \$39.50

QUOTIENT QUIZ (Skills pract)

11)Subj/Topic: Arithmetic Grades: 3-9
Description: The student must identify a number, given the remainders when divided by 3,5,7; 5 tries w/ hints;disk ver \$10.95.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

HORSE DIVISION (Educ'l game)

12)Subj/Topic: Arithmetic Grades: 3-6
Description: 2 to 5 players advance their horses by correctly answering division problems in allotted time.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; 5K + tape
Sce: Comm*Data Comp Hse \$9.95

DIVISION OF NUMBERS (Tutorial)

13)Subj/Topic: Arithmetic Grades: 3-6
Description: Graphics illustrate concepts of div'n & exer's help sharpen division skills with problems; disk version \$67.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K+tape or disk
Sce: Orange Cherry Med \$56

MULTIPL'N OF WHOLE NUMBERS (Tutorial)

14)Subj/Topic: Arithmetic Grades: 3-6
Description: Multipl'n explained, tables reviewed, then quizzes to ensure student's grasp of subject; disk version \$67.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K+tape or disk
Sce: Orange Cherry Med \$56

INTERMEDIATE MATH SKILLS (Tutorial)

15)Subj/Topic: Arithmetic Grades: 3-8
Description: Review & exercises increase understanding & practice with fractions, decimals & percent's;disk version \$67.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Orange Cherry Med \$56

NUMBOWL (Educ'l game)

16)Subj/Topic: Arithmetic Grades: 3-8
Description: Computer presents 3 random numbers; student must put into equations so the total is near 30 as possible.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET 8K/VIC 5K + t
Sce: Micro-Ed \$14.95

MATH SKILL GAMES-REGROUP'G (Educ'l game)

17)Subj/Topic: Arithmetic Grades: 3-9
Description: Ten programs which provide practice using regrouping skill; report student performance.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Mentor Software \$79.95

ADDITION WITH CARRYING (Skills pract)

18)Subj/Topic: Arithmetic Grades: 3-5
Description: Game-like program walks child thru each step of an addition prog; results reported; disk vers \$23.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 8K + tape
Sce: Program Design Inc \$16.95
Rev's: PM Su81(+)

MISSING MATH FACTS (Skills pract)

19)Subj/Topic: Arithmetic Grades: 3-8
Description: 4 levels of remedial arithmetic, each example given with answer but missing other compon't; disk vers \$39.95.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Educat'l Activit's \$34.95

COMPU-MATH ARITHM'C SKILLS (Tutorial)

20)Subj/Topic: Arithmetic Grades: 3-12
Description: Teaches counting, addition, subtraction, multiplication, division;uses hi-res graphics; minimum of text.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Edu-Ware Services \$49.95
Rev's: SMW Su81(0); JCR V1#1(0)

GRATING MULTIPLICATION (Tutorial)

21)Subj/Topic: Arithmetic Grades: 3-12
Description: Teaches student to multiply by grating method (makes large-number

problems easier); uses graphics.

Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III,tape
Sce: Educ Softwe & Des \$6.95

ESTIMATION DRILL (Skills pract)

22)Subj/Topic: Arithmetic Grades: 3-9
Description: Timed pract in estimat'g ans to multipl'n problems; 3 levels; scored on speed & accuracy; disk version \$19.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Edu-Soft \$14.95 [pk80,2p]**
Rev's: TCT 10/81(0)

INTEGERS (Tutorial)

23)Subj/Topic: Arithmetic Grades: 3-9
Description: Instr'n & pract on 4 basic arith operations on both signed & unsigned nos.; gives help; disk version \$19.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Edu-Soft \$14.95 [pk80,2p]**
Rev's: TCT 10/82(0); CRC V1#1(+)

MATH OLYMPICS (Educ'l game)

24)Subj/Topic: Arithmetic Grades: 3-9
Description: Interacts with 1 to 8 players to teach math facts on 3 levels; uses game-reward approach.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Mega-Byte Systems \$19.95

†SIX SECOND CLUB (Skills pract)

25)Subj/Topic: Arithmetic Grades: 3-6
Description: Provides drill in basic math facts; stud'ts select add, subtract, multiply or divide; on disk \$17.95.
Syst(s): Com 64 PET VIC-20
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Micrograms \$14.95

†INTRO 2 MULT'PLCN/DIVISION (Skills pract)

26)Subj/Topic: Arithmetic Grades: 3-6
Description: Students choose to practice multiplication or division problems; 3 levels of difficulty.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$25

†GUINNESS WRLD RECD +/-PRRS (Tutorial)

27)Subj/Topic: Arithmetic Grades: 4-6
Description: 8 add'n & sub't'n lessons,ea w/ tutorial,pract & game; incl no. & word probs using Guinness World Rec nos.;4dsk.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Soc for Visual Ed \$225
Rev's: JCR V1#1(0)

†BACKFIRE (Educ'l game)

28)Subj/Topic: Arithmetic Grades: 4-6
Description: Exercise in finding divisors of given number; rockets fired from battle station will try to destroy divisors.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET 8K/VIC3K+tape
Sce: Micro-Ed \$14.95

†FAT CHANCE (Skills pract)

29)Subj/Topic: Arithmetic Grades: 4-8
Description: Understanding of multiples is needed to make "fat chance" pay off; predict chances that no. is multiple.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET 8K/VIC3K+tape
Sce: Micro-Ed \$14.95

FACTOR (Educ'l game)

30)Subj/Topic: Arithmetic Grades: 4-10
Description: Up to 50 numbers displayed; player takes number which is added to score; computer gets all remain'g factors.
Syst(s): Apple PET TRS-80 TRSCol
Lang/Min Hdware: BASIC; Ap+d;PET/TRS+t
Sce: Micro Learningware \$7.95
Rev's: CC 10/80; SMW Su81(0)

MATHEMATICS: Arithmetic (CONT)**FRACTION SERIES**

(Skills pract)
 1)Subj/Topic: Arithmetic Grades: 4-12
 Description: 20 problems on addition, subtraction, multiply'n & converting fractions to decimals; elapsed time display.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Robert Baker \$24.95

MODULAR ARITHMETIC

(Skills pract)
 2)Subj/Topic: Arithmetic Grades: 4-8
 Description: Generates & scores exer's on addition, subtraction & multiplication in various number bases; reports stud't perf.
 Syst(s): Apple CBM PET
 Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
 Sce: Microphys \$20

TAKE IT

(Educ'l game)
 3)Subj/Topic: Arithmetic Grades: 4-9
 Description: Timed practice in finding sign of result of signed integer arithmetic problems; difficulty varies with perf.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 32K + tape
 Sce: Teck Associates \$19.95 [pk59,14p]**
 Rev's: SMW Su81(+)

MATH PAK II

(Skills pract)
 4)Subj/Topic: Arithmetic Grades: 4-9
 Description: Practice 4 basic operations with fractions; each digit checked as entered; reports student performance.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III,tape
 Sce: Sandpiper Software \$14.95
 Rev's: TCT 6-7/80

NUMBER CRUNCHER

(Skills pract)
 5)Subj/Topic: Arithmetic Grades: 4-9
 Description: Based on function machine model; student enters three numbers, then guesses the rule; Ap/TRS disk vers \$59.80.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; TRS16K+t;Ap32K+d
 Sce: Bertamax \$55.80

MATH FACTS GAMES II

(Educ'l game)
 6)Subj/Topic: Arithmetic Grades: 5-6
 Description: 400 basic arith facts, 4 levels of difficulty; games: Stop the Fact, Guide & Find Answer, Face Race; Ap \$39.80.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap32K+d,TRS 16K+t
 Sce: Bertamax \$24.80

COMP ACTIVITIES IN MATH 4

(Skills pract)
 7)Subj/Topic: Arithmetic Grades: 5-7
 Description: Highly motivating activities that encourage mastery of arith skills; 5 concept strands, 10 lessons per strand.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 32K + disk
 Sce: Bertamax \$39.80

MATH SKILLS TEST

(Teacher aid)
 8)Subj/Topic: Arithmetic Grades: 5-8
 Description: Measures and reports students' grasp of basic math concepts.
 Syst(s): PET
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: L.I.F.E. Software \$9.95

LINEAR SEARCH GAMES

(Educ'l game)
 9)Subj/Topic: Arithmetic Grades: 5-8
 Description: 7 games develop strategies for searching for member of ordered set; Apple & TRS-80 disk vers's also available.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; PET8K/others16K+t
 Sce: Creative Public'ns \$23.95

MULTI-FUN

(Rote drill)
 10)Subj/Topic: Arithmetic Grades: 5-9
 Description: Stud'ts practice multiplication tables; provides reviews & is classroom tested.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K+ disk or tape
 Sce: Edco \$25

TESTRATION

(Tutorial)
 11)Subj/Topic: Arithmetic Grades: 6-12

Description: For students to learn not to do long multiplication and division when working with powers of ten.

Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Robert Baker \$19.95

SOLV'G SUBTR/DIV PROBLEMS

(Skills pract)
 12)Subj/Topic: Arithmetic Grades: 6-12
 Description: Provides processes & experiences needed to solve sub/divis problems in everyday life.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 48K + disk
 Sce: MCE \$44.95

SOLV'G ADD/MULT'M PROBLEMS

(Skills pract)
 13)Subj/Topic: Arithmetic Grades: 6-12
 Description: Provides processes & experiences needed to solve add/mult'n problems in everyday life.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 48K + disk
 Sce: MCE \$44.95

NEW SUBTRACTION

(Tutorial)
 14)Subj/Topic: Arithmetic Grades: 7-12
 Description: Enrichment tutorial & drill. Presents subtraction algorithm for left-to-right subtraction; also on disk.
 Syst(s): Apple Atari PET TRS-80
 Lang/Min Hdware: BASIC; PET8K/others16K+t
 Sce: Schl & Home CseWar \$24.95 [pk109,2p]**

NUMBER LINE

(Skills pract)
 15)Subj/Topic: Arithmetic Grades: 7-11
 Description: Drills addition/subtraction of signed nos.; a mov'g, beep'g arrow demonstrates correct ans's; disk vers \$19.95.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Edu-Soft \$14.95 [pk77,2p]**

MATH HUNT:SCI YRS,MULT/DIV

(Educ'l game)
 16)Subj/Topic: Arithmetic Grades: 7-12
 Description: 4 students together solve multiplication & division problems; famous science years as clues; on disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t;24K+d
 Sce: Edupro \$19.95

MATH RACE: MATH RECREAT'NS

(Educ'l game)
 17)Subj/Topic: Arithmetic Grades: 7-12
 Description: 8 stud'ts simultaneously race across their tracks working on number problems; on disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t;24K+d
 Sce: Edupro \$19.95

WORD RACE:WORLD AR US,MULDV

(Educ'l game)
 18)Subj/Topic: Arithmetic Grades: 7-12
 Description: 8 stud'ts simultaneously move across their tracks by correctly solving mult'n & division probs; disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t;24K+d
 Sce: Edupro \$19.95

CHIEF

(Educ'l game)
 19)Subj/Topic: Arithmetic Grades: 8-12
 Description: A humorous practice in mixed arithmetic operations; disk version \$10.95.
 Syst(s): PET
 Lang/Min Hdware: BASIC; 8K + tape
 Sce: Teacher's Pet \$7.95 [pk12,3p]**

Coord's/Graph'g**BUMBLE GAMES**

(Educ'l game)
 20)Subj/Topic: Coord's/Graph'g Grades: K-4
 Description: 6 games using no. plotting feature Bumble from planet Furrin who gives clues for ques'g nos. & map locat'ns.
 Syst(s): Apple TRSCol
 Lang/Min Hdware: BASIC; Ap48K/TRSC32K+dsk
 Sce: The Learning Co. \$39.95
 Rev's: MUN 11/82(+); SMW W83(0)

HURKLE

(Skills pract)
 21)Subj/Topic: Coord's/Graph'g Grades: 3-6
 Description: Practice using coordinate system; develops logical thought, reinforces concepts of left, right, up, down.

Syst(s): PET

Lang/Min Hdware: BASIC; 8K + tape
 Sce: N.C.C.C.D. \$5
 Rev's: SMW W82(0)

BUMBLE PLOT

(Educ'l game)
 22)Subj/Topic: Coord's/Graph'g Grades: 3-8
 Description: 5 games using number pair plotting; games involve trapping robber, finding treasure & drawing grafx on grid.
 Syst(s): Apple TRSCol
 Lang/Min Hdware: BASIC; Ap48K/TRSC32K+dsk
 Sce: The Learning Co. \$39.95
 Rev's: MUN 11/82(+)

BAR GRAPH

(Skills pract)
 23)Subj/Topic: Coord's/Graph'g Grades: 4-10
 Description: Practice interpreting bar graphs with different types of information; reports student performance.
 Syst(s): PET
 Lang/Min Hdware: BASIC; 8K + tape
 Sce: Micro-Ed \$7.95

HURKLE

(Educ'l game)
 24)Subj/Topic: Coord's/Graph'g Grades: 5-9
 Description: The student seeks a Hurkle on a 1- or 4-quadrant grid; good practice when learning Cartesian coordinates.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 32K + DOS 3.2
 Sce: Minn Ed Comp Consrt \$30 [pk73,1lp]**
 Rev's: TCT 4-5/80; MJ W81(+); JRM V1(+)

GRID SEARCH GAMES

(Educ'l game)
 25)Subj/Topic: Coord's/Graph'g Grades: 5-8
 Description: Students develop their concepts of two - dimensional coordinate systems playing six games.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; PET8K/others16K+t
 Sce: Creative Public'ns \$23.95

GRAPH BUILDER

(Tutorial)
 26)Subj/Topic: Coord's/Graph'g Grades: 5-10
 Description: Instruction & practice on reading graphs; covers x-y coordinates, representation of numeric data on graphs.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III+tape
 Sce: Program Design Inc \$16.95

PIE AND LINE GRAPHS

(Tutorial)
 27)Subj/Topic: Coord's/Graph'g Grades: 6-10
 Description: Simplified instruction on purpose, interpretation & construction of graphs; on disk \$29.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap32K+d,TRS 16K+t
 Sce: Aquarius Publish's \$24.95

BAR AND PICTURE GRAPHS

(Tutorial)
 28)Subj/Topic: Coord's/Graph'g Grades: 6-10
 Description: Simplified instruction on purpose, interpretation & construction of graphs; on disk \$29.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap32K+d,TRS 16K+t
 Sce: Aquarius Publish's \$24.95

GRAPHS

(Skills pract)
 29)Subj/Topic: Coord's/Graph'g Grades: 8-9
 Description: Reading points on a graph & plotting points, linear equations & quadratic equations.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K DOS 3.2/3.3
 Sce: EduTech \$65

Currency**CHANGE MAKER**

(Skills pract)
 30)Subj/Topic: Currency Grades: 1-6
 Description: Gives practice in making change based on randomly selected purchase and payment amounts.
 Syst(s): PET TRS-80
 Lang/Min Hdware: BASIC; 8KPET/16KTRS+tape
 Sce: Micro Learningware \$7.95

MATHEMATICS: Currency (CONT)**MONEY MASTER** (Educ'l game)

1)Subj/Topic: Currency Grades: 1-5
Description: Player walks through maze by successfully performing transactions; displays coins and money graphically.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Scs: Med Systems Software \$14.95
Rev's: 80M 2/81(+)

MONEY! MONEY! (Skills pract)

2)Subj/Topic: Currency Grades: 2-5
Description: Student determines value of money shown; covers more/less concept, counting change; hi-res, proport. illus.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+Applesoft,dsk
Scs: Hartley Courseware \$39.95

USING MONEY MAKING CHANGE (Tutorial)

3)Subj/Topic: Currency Grades: 2-4
Description: Students learn the value of money, how money is used to pay for things, & how to calculate change; disk vers \$50.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Scs: Orange Cherry Med \$42
Rev's: CRC VI1(0); ET 9/82(0); SMW W83(-)

†MONEY (Tutorial)

4)Subj/Topic: Currency Grades: 2-4
Description: Explains concept of money & importance of ability to add, subtract & multiply it; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Scs: Right On Programs \$13

†A DOLLAR AND CHANGE (Educ'l game)

5)Subj/Topic: Currency Grades: 3-6
Description: How fast can student make change from a dollar bill? From \$5.00 worth of change must run customer change.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET 8K/VIC3K+tape
Scs: Micro-Ed \$14.95

CHANGE (Skills pract)

6)Subj/Topic: Currency Grades: 3-9
Description: Subtraction to make change up to \$100; programs tells what coins to give for change; disk version \$10.95.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Scs: Teacher's Pet \$7.95 [pk12,3p]**

CHANGE (Skills pract)

7)Subj/Topic: Currency Grades: 3-6
Description: Practice making change with the computer providing a random purchase price & the amount paid.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Scs: Compuware \$24.95 [pk73,1lp]**
Rev's: JRM VI(+); MJ W81(0)

CHANGE (Educ'l game)

8)Subj/Topic: Currency Grades: 3-6
Description: Helps child learn to handle money; game format encourages player to count amount paid and change returned.
Syst(s): TRScol
Lang/Min Hdwre: BASIC; 16K + tape
Scs: Color Sftwe Svcs \$13.95

LEARNING TO COUNT MONEY (Tutorial)

9)Subj/Topic: Currency Grades: 3-6
Description: 3 progs teach child to count money & give practice in fun format; goes on shopping trip & runs checkout counter.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Scs: Mercer Systems \$6.95

CASH-R (Skills pract)

10)Subj/Topic: Currency Grades: 3-6
Description: Provides practice in using coins to buy merchandise.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ModI/III+tape
Scs: Software Industries \$9.90 [pk76,3p]**

†MC COCO'S MENU (Skills pract)

11)Subj/Topic: Currency Grades: 3-5
Description: Practice in using & adding money by purchasing from fast food menu; different prices each time.
Syst(s): TRScol
Lang/Min Hdwre: BASIC; 16K + tape
Scs: Computer Island \$11.95

†DOLLARS AND SENSE (Skills pract)

12)Subj/Topic: Currency Grades: 3-5
Description: Practice in making purchases using coins & bills; graphic displays of items kids love to buy; solutions given.
Syst(s): TRScol
Lang/Min Hdwre: BASIC; 16K + tape
Scs: Computer Island \$11.95

CASH REGISTER (Simulation)

13)Subj/Topic: Currency Grades: 4-6
Description: Pupil makes change at cash register displayed on screen; fun way to learn practical skills; disk vers \$23.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K + tape
Scs: Program Design Inc \$16.95

Decimals/Percts**DECIMAL X** (Tutorial)

14)Subj/Topic: Decimals/Percts Grades: 3-8
Description: Multiply two numbers, variable digits & dec. places; 1-4 users; timed & scored; disk version \$10.95.
Syst(s): PET CBM
Lang/Min Hdwre: BASIC; 8K + tape
Scs: Teacher's Pet \$7.95

INTRO TO DECIMALS ON COMP (Skills pract)

15)Subj/Topic: Decimals/Percts Grades: 3-6
Description: Practice 4 basic operations on decimals; 6 difficulty levels; automatic promotion; disk version \$39.95.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 8K PET; 16K Ap/TRS
Scs: Educat'l Activit's \$34.95
Rev's: JRM VI(+)

†FRACT'NS, PERC'TS, & DECIMALS (Tutorial)

16)Subj/Topic: Decimals/Percts Grades: 4-10
Description: Comparing common fractions, percents, & decimals using real-life examples for survival math; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
Scs: Aquarius Publish's \$24.95

†BELL RINGER (Skills pract)

17)Subj/Topic: Decimals/Percts Grades: 4-6
Description: Tests ability to write fractions by their percent names; fractions have either 5,10,20, or 25 as denominators.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET 8K/VIC3K+tape
Scs: Micro-Ed \$14.95

†LIGHTS OUT (Educ'l game)

18)Subj/Topic: Decimals/Percts Grades: 4-8
Description: Timed exer; student practices arranging computer generated group of decimals, from largest to smallest.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET 8K/VIC3K+tape
Scs: Micro-Ed \$14.95

PERCENT PROBLEMS (Skills pract)

19)Subj/Topic: Decimals/Percts Grades: 4-9
Description: Practice on the basic types of percent problems; gives help as needed; multiple difficulty levels; reports perf.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2.1
Scs: Indian Head Software \$5.95

DECIMAL PATTERNS (Skills pract)

20)Subj/Topic: Decimals/Percts Grades: 4-10
Description: Gives practice in predicting the forms of decimal representations of fractions.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Scs: Quality Educ Designs \$175 [pk61,24p]**

DEC'L EQUIV'S OF FRACTIONS (Skills pract)

21)Subj/Topic: Decimals/Percts Grades: 4-6

Description: Displays number line with fractions; student gives decimal equivalent of highlighted fraction; perf report.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Scs: Micro-Ed \$7.95

DECIMAL SUBTRACTION (Skills pract)

22)Subj/Topic: Decimals/Percts Grades: 4-8
Description: Practice subtracting decimals in tenths from .1 to 1.2 with number line displayed.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Scs: Robert Baker \$19.95

DECIMATION (Skills pract)

23)Subj/Topic: Decimals/Percts Grades: 4-9
Description: Practice adding, subtracting, multiplying & dividing decimal numbers; 4 difficulty levels; time limits.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Scs: Robert Baker \$19.95

DECIMALS (Tutorial)

24)Subj/Topic: Decimals/Percts Grades: 4-9
Description: Instruction & practice on decimal numbers; includes graphic illus.
Syst(s): Apple PET TRS-80 TRScol
Lang/Min Hdwre: BASIC; App+d;PET/TRS+t
Scs: Micro Learningware \$7.95
Rev's: CC 10/80

DECIMALS II (Skills pract)

25)Subj/Topic: Decimals/Percts Grades: 4-8
Description: Generates & scores exer's on multiplying & dividing 1- to 3-place decimals; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Scs: Microphys \$20

DECIMALS I (Skills pract)

26)Subj/Topic: Decimals/Percts Grades: 4-8
Description: Generates & scores exer's on adding & subtracting 1- to 3-place decimals; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Scs: Microphys \$20

PERCENT PROBLEMS (Skills pract)

27)Subj/Topic: Decimals/Percts Grades: 4-9
Description: Generates & scores exer's on verbal problems involving percent relationships; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Scs: Microphys \$20

DECIMAL +&- (Skills pract)

28)Subj/Topic: Decimals/Percts Grades: 4-9
Description: Dec'l add'n & subtr'n, whole nos. down to .01's; stud't aligns decimal pts; rt-to-left entry; disk vers'n \$10.95.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Scs: Teacher's Pet \$7.95

LASER PERCENTS (Educ'l game)

29)Subj/Topic: Decimals/Percts Grades: 4-8
Description: 1 to 5 players try to guess percentage represented by shaded area of bar, indicate answer by firing laser.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Scs: Comm*Data Comp Hse \$9.95

ARITH CLASSRM-DECIMALS (Tutorial)

30)Subj/Topic: Decimals/Percts Grades: 4-8
Description: Diagnostic, tutorial, practice & mastery test functions teach decimal add'n/subtr'n; mult levels, perf reports.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3,Aplsf
Scs: Sterling Swift \$49.95
Rev's: CTG VI13(+)

† This is a new entry in THE SOFTWARE FINDER.

** See Intro. and Sect. II-3.

MATHEMATICS: Decimals/Percts (CONT)**DECIMALS-4 BASIC OPERATIONS** (Skills pract)

1)Subj/Topic: Decimals/Percts **Grades:** 4-9
Description: Practice adding, subtracting, multiplying & dividing decimals; graphics reinforcers; multiple diffc levels.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 8K PET;16K Ap/TRS
Sce: Educat'l Activit's \$15.95
Rev's: JRM V1(-)

INTRODUCTION TO PERCENT (Skills pract)

2)Subj/Topic: Decimals/Percts **Grades:** 4-9
Description: Intros, gives practice converting back & forth between decimals and per cents.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Educat'l Activit's \$15.95

FINDING PERCENT OF NUMBER (Skills pract)

3)Subj/Topic: Decimals/Percts **Grades:** 4-9
Description: Practice in finding a percent of a given number.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Educat'l Activit's \$15.95

FRACTIONS AS A PERCENT (Skills pract)

4)Subj/Topic: Decimals/Percts **Grades:** 4-9
Description: This program explains and provides practice in rewriting fractions as percents.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Educat'l Activit's \$15.95

ROUNDING OFF NUMBERS (Skills pract)

5)Subj/Topic: Decimals/Percts **Grades:** 4-9
Description: Practice rounding off numbers; graphics reinforcers; multiple difficulty levels.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 8K PET;16K Ap/TRS
Sce: Educat'l Activit's \$15.95

EDU-WARE DECIMALS (Tutorial)

6)Subj/Topic: Decimals/Percts **Grades:** 4-12
Description: Deci'l's learning units teach definitions, rounding off, 4 basic ops, percentage. Disk: Apple \$49, Atari \$39.95.
Syst(s): Apple Atari
Lang/Min Hdware: BASIC; Ap48K+d; At32K+t
Sce: Edu-Ware Services \$29.95

DECIMALS (Tutorial)

7)Subj/Topic: Decimals/Percts **Grades:** 4-6
Description: Instruction on decimals with emphasis on place value; practice converting fractions to decimals; on disk \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk52,5p]**

LAWS OF THE LOST RINGS (Educ'l game)

8)Subj/Topic: Decimals/Percts **Grades:** 5-8
Description: Given series of decimal fractions-denominators either 10,100,or1,000, must write decimal & percent names.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET 8K/VIC3K+tape
Sce: Micro-Ed \$14.95

DECIMALS/PERCENT (Skills pract)

9)Subj/Topic: Decimals/Percts **Grades:** 5-9
Description: Practice adding & subtract'g decimals in tenths from .1 to 1.2 with no. line & elapsed time displayed.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Robert Baker \$19.95

DECIMAL-1 (Skills pract)

10)Subj/Topic: Decimals/Percts **Grades:** 5-9
Description: Practice converting decimals to percents & vice versa; gives a graphic tutorial after 2 wrong ans;disk ver \$10.95.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

DECIMAL ESTIMATION (Skills pract)

11)Subj/Topic: Decimals/Percts **Grades:** 6-12
Description: Mult. problem given, e.g.,

42.31 X .1602=67780620; user moves decimal point rt or left; timed; also on disk.

Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk108,2p]**
Rev's: SMW Su82(+)

CHANGING % TO FRACTIONS (Tutorial)

12)Subj/Topic: Decimals/Percts **Grades:** 7-12
Description: Covers changing percents to fractions, common percent-fraction equivalents, practice exercises, summary, test.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.2/3.3
Sce: BLS/Random House \$60

CHANGING FRACTIONS TO % (Tutorial)

13)Subj/Topic: Decimals/Percts **Grades:** 7-12
Description: Covers % as 100ths, meaning of 100%, fractions as %, changing common fractions to decimals, then percent.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.2/3.3
Sce: BLS/Random House \$60

DECIMALS-A REVIEW COURSE (Tutorial)

14)Subj/Topic: Decimals/Percts **Grades:** 7-12
Description: Three programs and 13 lessons for remedial decimal review and instruction.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: BLS/Random House \$663

NUMBER SERIES (Skills pract)

15)Subj/Topic: Decimals/Percts **Grades:** 7-9
Description: Pract analyzing no. series patterns; help as needed; goes from easy to hard; final qz;App vers w/ disk, \$23.95.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; PET8K; others 16K
Sce: Program Design Inc \$16.95
Rev's: PM Su81(+)

Equations**†MATH BALANCE** (Skills pract)

16)Subj/Topic: Equations **Grades:** 2-5
Description: To teach concept of equality -shows equality using a pan balance;supply value that will balance the equation.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Athena Software \$6.95

Factoring**†PRIME FISHIN'** (Educ'l game)

17)Subj/Topic: Factoring **Grades:** 3-6
Description: Example in prime & composite nos.; student fishes to catch prime fish, composite fish illegal; keeps scorecard.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET 8K/VIC3K+tape
Sce: Micro-Ed \$14.95

†FABUL LCM MACH/JACKPOT MIN (Educ'l game)

18)Subj/Topic: Factoring **Grades:** 3-6
Description: Find least common multiple of 3 numbers randomly generated;if student wins enough, will see the Big Event.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET 8K/VIC3K+tape
Sce: Micro-Ed \$14.95
Rev's: MT 11/82(0)

FACTORING TRINOMIALS (Skills pract)

19)Subj/Topic: Factoring **Grades:** 3-8
Description: 3 levels of difficulty;multiple choice, missing term, give factors; summary progress shown after 10 problems.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + disk
Sce: JMH Software of MN \$9.95

†OIL WELL (Author lang)

20)Subj/Topic: Factoring **Grades:** 4-8
Description: Find prime factors of a number & watch oil flow; Ex (24=2x2x2x3); student can become oil millionaire.
Syst(s): PET VIC-20
Lang/Min Hdware: BASIC; PET 8K/VIC3K+tape
Sce: Micro-Ed \$14.95

†PRIME NUMBERS (Tutorial)

21)Subj/Topic: Factoring **Grades:** 4-7
Description: Program teaches student to determine if a number is prime; student controls pace of lesson.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; VIC 5K + tape
Sce: Athena Software \$6.95

PRIME FACTOR (Computl tool)

22)Subj/Topic: Factoring **Grades:** 4-9
Description: Finds the prime factors of any positive integer.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2.1
Sce: Indian Head Softwe \$1.95

FACTOR WHEEL (Educ'l game)

23)Subj/Topic: Factoring **Grades:** 4-8
Description: Wheel will spin for ten different tables. Players pick no. from table & win if wheel stops at factor of number.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comm*Data Comp Hse \$9.95

FIND THE FACTORS (Educ'l game)

24)Subj/Topic: Factoring **Grades:** 4-12
Description: Given the sum & product of 2 nos., stud't tries to find the nos.;3 levels: 1-10,1-100,neg nos.; disk vers \$10.95.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95
Rev's: SMW Su81(0)

TAXMAN (Educ'l game)

25)Subj/Topic: Factoring **Grades:** 4-8
Description: Game against the computer; motivates the learning of factoring principles & prime numbers.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Constrt \$30 [pk73,11p]**
Rev's: JRM V1(0); MJ W81(+)

TAXMAN (Educ'l game)

26)Subj/Topic: Factoring **Grades:** 4-6
Description: Students select numbers from numeric list; taxman takes all factors of that number remaining on the list.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K+disk
Sce: T.I.E.S. \$49.95 [pk120,4p]**

EXPONENTS (Skills pract)

27)Subj/Topic: Factoring **Grades:** 6-10
Description: Practice factoring numbers to 150 using exponential notation where appropriate.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**

THE EUCLID GAME (Educ'l game)

28)Subj/Topic: Factoring **Grades:** 6-10
Description: Intro and practice game for 2-5 players on finding the HCF of 2 numbers using the Euclidean Algorithm.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**
Rev's: TCT V8#4(0); SMW Su82(+)

FACTORING FINALE (Educ'l game)

29)Subj/Topic: Factoring **Grades:** 6-10
Description: Given the prime factors of 2 numbers, player gives exponent of 1 factor in HCF, also the LCM & product of numbers.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**
Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

THE RECTANGLE GAME (Educ'l game)

30)Subj/Topic: Factoring **Grades:** 6-10
Description: Practice finding factor pairs; teams try to find the sides of rectangles of given perimeters & areas.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**
Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

MATHEMATICS: Factoring (CONT)**FACTOR PAIRS**

(Tutorial)

1)Subj/Topic: Factoring Grades: 6-10
Description: Introduces and gives practice on factoring as finding the lengths & widths of a rectangle with a given area.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**
Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

GUESS AND TEST

(Tutorial)

2)Subj/Topic: Factoring Grades: 6-10
Description: Introduction to estimating square roots to 10000, followed by a square root guessing game.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**
Rev's: TCT 1/82(0); SMW Su82(+)

HIGHEST COMMON FACTOR

(Tutorial)

3)Subj/Topic: Factoring Grades: 6-12
Description: Introduces & gives practice on finding the highest common factors of number pairs to 32767.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**
Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

PAIRS AND SQUARES

(Tutorial)

4)Subj/Topic: Factoring Grades: 6-10
Description: Introduces & gives practice with perfect squares & approximate square roots to 100; uses manipulative materials.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**
Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

LEAST COMMON MULTIPLE

(Tutorial)

5)Subj/Topic: Factoring Grades: 6-10
Description: Introduces & gives practice on finding the least common multiple of 2 numbers, up to 60, using the HCF.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**
Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

SIEVE OF ERATOSTHENES

(Computl tool)

6)Subj/Topic: Factoring Grades: 6-10
Description: Students solve three classic prime problems, using the program to find the 1st 42 primes & to factor nos.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**
Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

HOW MANY FACTORS?

(Tutorial)

7)Subj/Topic: Factoring Grades: 7-10
Description: Introduces and gives practice on finding how many factors & identifying them from prime factorization.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**
Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

†MATH HUNT:SPACE FRONT,PNRS

(Educ'l game)

8)Subj/Topic: Factoring Grades: 7-12
Description: 4 stud'ts work to solve problems involving powers & roots; clues from space frontier; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d
Sce: Edupro \$19.95

†MATH RACE:POWERS & ROOTS

(Educ'l game)

9)Subj/Topic: Factoring Grades: 7-12
Description: 8 stud'ts simultaneously race across their tracks solving problems with powers & roots; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d
Sce: Edupro \$19.95

PRIME FACTORS

(Educ'l game)

10)Subj/Topic: Factoring Grades: 9-12
Description: Shooting gallery game involving skill in indentifying prime factors - with built-in lesson if req'd;also on disk.

Syst(s): PET

Lang/Min Hdwre: BASIC; 8K + tape or disk
Sce: Comaldr \$20

Fractions**FRACTION RECOGNITION**

(Skills pract)

11)Subj/Topic: Fractions Grades: K-6
Description: Clear, colorful drill on recogniz'g numerators, denominators; right ans shown clearly; disk version \$19.95.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Edu-Soft \$14.95 [pk81,2p]**
Rev's: CRC V1#1(+)

†FRACTIONS

(Tutorial)

12)Subj/Topic: Fractions Grades: 2-4
Description: Intro to fractions; randomized examples plus incentives for correct answers; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†MATH HUNT:AMER SPORTS;FRCT

(Educ'l game)

13)Subj/Topic: Fractions Grades: 2-7
Description: 4 stud'ts cooperate/compete to solve fraction problems; clues from American sports; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d;joyst
Sce: Edupro \$19.95

†INTRODUCTION TO FRACTIONS

(Skills pract)

14)Subj/Topic: Fractions Grades: 2-6
Description: Explains fractions w/ + & - numbers; prob's include addition, subtraction, multiplication & division.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$25

†PUMPING IRON

(Skills pract)

15)Subj/Topic: Fractions Grades: 3-8
Description: Subtracting mixed nos properly - borrowing or reducing when necessary - brings on Pumping Iron.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET16K/VIC3K+tape
Sce: Micro-Ed \$14.95

†TUTTI TUTTI

(Skills pract)

16)Subj/Topic: Fractions Grades: 3-8
Description: Exercise in adding mixed numbers; goal is to find five sums & win a giant ice cream cone.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET16K/VIC3K+tape
Sce: Micro-Ed \$14.95

FRACTION RECOGNITION

(Skills pract)

17)Subj/Topic: Fractions Grades: 3-6
Description: Given picture, student types fraction & vice versa; "Help" tutorial; 1-4 stud'ts; denom'rs to 12; on disk \$10.95.
Syst(s): CBM PET
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Teacher's Pet \$7.95

ELEMENTS OF MATHEMATICS

(Skills pract)

18)Subj/Topic: Fractions Grades: 3-9
Description: Drill & practice teaching adding of fractions, reducing, adding with uncommon denominators.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+disk
Sce: Electr Cseware Sys \$90

FRACTIONS

(Tutorial)

19)Subj/Topic: Fractions Grades: 3-7
Description: Instruction on fractions using graphics to show numeric equivalents; exer on fract sizes; on disk \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk52,5p]**

†FRACTIONS - BASIC CONCEPTS

(Tutorial)

20)Subj/Topic: Fractions Grades: 4-8
Description: Diagnostic, tutorial, practice & mastery test functions for fractions fund'ls;mult levels; perf reports.
Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K + DOS 3.3**Sce:** Sterling Swift \$49.95**Rev's:** CTG V3#1(+)**†BRANDED**

(Skills pract)

21)Subj/Topic: Fractions Grades: 4-6
Description: Recognize part of a whole & write it as a fraction; shown herd of cattle, some branded, must express a fract'n.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET 8K/VIC3K+tape
Sce: Micro-Ed \$14.95

†PARTING SHOTS

(Educ'l game)

22)Subj/Topic: Fractions Grades: 4-6
Description: Box of 36 squares appears; shoot out some, figure fraction in lowest terms on how many squares remain.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET 8K/VIC3K+tape
Sce: Micro-Ed \$14.95

MIXED NUMBER RECOGNITION

(Skills pract)

23)Subj/Topic: Fractions Grades: K-6
Description: Clear, colorful drill on recognizing whole nos., numerators & denominators; rt ans shown clearly; on disk \$20.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Edu-Soft \$14.95 [pk81,2p]**

REDUCING FRACTIONS

(Skills pract)

24)Subj/Topic: Fractions Grades: 4-9
Description: Practice in reducing fractions; checks for reduction to lowest terms; reports student performance.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2.1
Sce: Indian Head Softwe \$5.95

FRACT-DEC-PERCENT

(Skills pract)

25)Subj/Topic: Fractions Grades: 4-9
Description: Practice converting between fractions, decimals & percents; gives help when needed; reports student performance.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2.1
Sce: Indian Head Softwe \$5.95

FRACTION/DECIMAL ARITHMETIC

(Tutorial)

26)Subj/Topic: Fractions Grades: 4-8
Description: Def'ns, order of fractions, equivalent, 4 arith ops on fracs; has tutor'ls, pract w/ feedback, games, mgt syst; Span/Eng.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Sterling Swift \$495
Rev's: SMW W83(+)

ADDING FRACTIONS

(Skills pract)

27)Subj/Topic: Fractions Grades: 4-10
Description: Introduces & gives practice in adding fractions; leads student through all steps as often as necessary.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$175 [pk61,24p]**
Rev's: TCT 1/82(+); TCT V8#4(0); SMW Su82(+)

FRACTIONS AND MEASUREMENT

(Skills pract)

28)Subj/Topic: Fractions Grades: 4-10
Description: Practice multiplying twelfths, sixteenths where comes out even; gives visual understanding of multiplic'n.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$175 [pk61,24p]**
Rev's: TCT 1/82(+); SMW W82(+); SMW Su82(+)

COMPOUND FRACTIONS

(Skills pract)

29)Subj/Topic: Fractions Grades: 4-10
Description: Reviews common denominators and the 4 basic operations, and gives practice simplifying compound fractions.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$175 [pk61,24p]**
Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

MATHEMATICS: Fractions (CONT)**COMPARING FRACTIONS**

(Skills pract)

1)Subj/Topic: Fractions Grades: 4-10
 Description: Reinforces the skills needed for addition & subtraction of fractions; introduces the symbols < and >.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

FRAC TAC TOE

(Educ'l game)

2)Subj/Topic: Fractions Grades: 4-10
 Description: Players try to get 3 in a row by capturing grid points determined by fractions or their equivalents.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW W82(+); SMW Su82(+)

FACTOR FRACTURE

(Educ'l game)

3)Subj/Topic: Fractions Grades: 4-10
 Description: Fraction multiplication game; players take turns finding 1 to 3 forms of 1, each trying to take the last.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

TARGET

(Educ'l game)

4)Subj/Topic: Fractions Grades: 4-10
 Description: Given 5 whole numbers, the players try to make 2 fractions whose product equals a given target fraction.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW Su82(+)

DIVIDE AND CONQUER

(Educ'l game)

5)Subj/Topic: Fractions Grades: 4-10
 Description: Practice on relative fraction sizes and idea of possible larger result from dividing by a fraction.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW Su82(+)

FRACJACK

(Educ'l game)

6)Subj/Topic: Fractions Grades: 4-10
 Description: 2 to 4 players; requires addition of fractions with sums greater than 1.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

FAREY SEQUENCES

(Educ'l game)

7)Subj/Topic: Fractions Grades: 4-10
 Description: Two students compete to find terms in successive order of Farey sequences.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW Su82(+)

ARROW PROBLEM

(Concept demo)

8)Subj/Topic: Fractions Grades: 4-10
 Description: The student explores sums of infinite series of rational numbers.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW Su82(+)

TAKE A WALK

(Concept demo)

9)Subj/Topic: Fractions Grades: 4-10
 Description: Explores inverses via a graphic presentation of a random walk problem.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW Su82(+)

CONTINUED FRACTIONS

(Concept demo)

10)Subj/Topic: Fractions Grades: 4-10
 Description: Student explores continued fractions, gets experience with limiting processes.

Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

MIXED NUMBERS

(Tutorial)

11)Subj/Topic: Fractions Grades: 4-10
 Description: Gives instruction & practice with translation between improper fractions and mixed numbers.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW Su82(+)

DIVISION THE SAFE WAY

(Tutorial)

12)Subj/Topic: Fractions Grades: 4-10
 Description: Teaches the advantages of measuring division and the common denominator division method.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW Su82(+)

EQUIVALENT FRACTIONS

(Tutorial)

13)Subj/Topic: Fractions Grades: 4-10
 Description: Introduces & gives practice with equivalent fractions, including explanation and student experiment.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW W82(+); SMW Su82(+)

MULTIPLYING FRACTIONS

(Tutorial)

14)Subj/Topic: Fractions Grades: 4-10
 Description: Develops multiplication of fractions using fraction tiles.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

MULTIPLICATION SHORTCUTS

(Tutorial)

15)Subj/Topic: Fractions Grades: 4-10
 Description: Introduces & gives practice on changing fractions to higher and lower terms using forms of 1.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW Su82(+)

DIVISION MEANING

(Tutorial)

16)Subj/Topic: Fractions Grades: 4-10
 Description: Introduces & gives practice with the concept that m/n may mean m objects divided into n parts.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW Su82(+)

PLACEMENT TEST

(Test genrat)

17)Subj/Topic: Fractions Grades: 4-10
 Description: Tests student skills taught by other fractions programs from this supplier (see programs for package 61).
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d;others16K
 Sce: Quality Educ Designs \$175 [pk61,24p]**
 Rev's: TCT 1/82(+); SMW Su82(+)

INVADER ATTACK

(Educ'l game)

18)Subj/Topic: Fractions Grades: 4-9
 Description: Pract add'g, subtr'g fract'ns & mixed nos. in arcade format; stud't protects space station; 9 difficulty levels.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
 Sce: Zeitgeist \$49.50
 Rev's: SMW Su82(0)

FRACTION ADDITION

(Skills pract)

19)Subj/Topic: Fractions Grades: 4-9
 Description: 20 problems in addition of fractions; elapsed time printed for each problem.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III, tape
 Sce: Robert Baker \$19.95

FRACTION SUBTRACTION

(Skills pract)

20)Subj/Topic: Fractions Grades: 4-9
 Description: 20 problems in subtracting

fractions; elapsed time displayed for each problem.

Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III, tape
 Sce: Robert Baker \$19.95

FRACTION TO DECIMAL

(Skill: pract)

21)Subj/Topic: Fractions Grades: 4-9
 Description: 20 problems on conversion of fractions to decimals; gives two tries on each problem.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III, tape
 Sce: Robert Baker \$19.95

FRACTIONS

(Tutorial)

22)Subj/Topic: Fractions Grades: 4-8
 Description: Instruction & practice with concept of fractions; numerous graphic illustrations.
 Syst(s): Apple PET TRS-80 TRSCol
 Lang/Min Hdwre: BASIC; App+d; PET/TRS+t
 Sce: Micro Learningware \$7.95
 Rev's: CC 10/80

TYPING FRACTIONS

(Tutor.)

23)Subj/Topic: Fractions Grades: 4-12
 Description: Typewriter notation practice for mixed fractions such as 2 5/8; intro's Approx Measurement; also on disk.
 Syst(s): Apple Atari PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/others16K+t
 Sce: Schl & Home CseWar \$24.95 [pk19,2p]**

DIVISION OF FRACTIONS

(Skills pract)

24)Subj/Topic: Fractions Grades: 4-8
 Description: Generates & scores exer's on dividing randomly constructed fractions; reports student performance.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
 Sce: Microphys \$20

SUBTRACTION OF FRACTIONS

(Skills pract)

25)Subj/Topic: Fractions Grades: 4-8
 Description: Generates & scores exer's on subtracting randomly constructed fractions; reports student performance.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
 Sce: Microphys \$20

ADDITION OF FRACTIONS

(Skills pract)

26)Subj/Topic: Fractions Grades: 4-8
 Description: Generates & scores exer's on addition of randomly constructed fractions; reports student performance.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
 Sce: Microphys \$20

MULTIPLICATION OF FRACTIONS

(Skills pract)

27)Subj/Topic: Fractions Grades: 4-8
 Description: Generates & scores exer's on multiplying randomly constructed fractions; reports student performance.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Ap26K+t, ptr
 Sce: Microphys \$20

FRACTION +/-

(Skills pract)

28)Subj/Topic: Fractions Grades: 4-9
 Description: Practice adding & subtracting fractions; gives help after 2 wrong ans's; checks ans reduct'n; on disk \$10.95.
 Syst(s): PET
 Lang/Min Hdwre: BASIC; 8K + tape
 Sce: Teacher's Pet \$7.95
 Rev's: SMW Su81(0)

FRACTIONS CONCEPTS & OPERATIONS

(Tutorial)

29)Subj/Topic: Fractions Grades: 4-8
 Description: Complete computer instructions, record keeping, all operations, number line, word problems.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Math City/Mathware \$59

** See Intro. and Sect. II-3.

MATHEMATICS: Fractions (CONT)

FRACTIONS-ADD'N & SUBTR'N (Tutorial)

1)Subj/Topic: Fractions Grades: 4-8
Description: Diagnostic,tutorial,practice & mastery test functions teach addition& subtr'n of frac's;mult levels;perf repts.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3,Aplsf
Sce: Sterling Swift \$49.95

FRACTIONS-MULT'N & DIVISION (Tutorial)

2)Subj/Topic: Fractions Grades: 4-8
Description: Diagnostic,tutorial,practice & mastery test functions teach multipl'n& division of frac's;mult levels;perf repts.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3,Aplsf
Sce: Sterling Swift \$49.95

MIXNUM (Skills pract)

3)Subj/Topic: Fractions Grades: 4-7
Description: Practice in changing improper fractions to mixed numbers & vice versa.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$20

FRACTIONS-ADDIT'N & SUBT'N (Skills pract)

4)Subj/Topic: Fractions Grades: 4-9
Description: Practice adding and subtracting fractions; graphics reinforcers; multiple difficulty levels.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Educat'l Activit's \$15.95
Rev's: JRM V1(+)

FRACTIONS-MULTIPLY & DIVID (Skills pract)

5)Subj/Topic: Fractions Grades: 4-9
Description: Practice multiplying & dividing fractions; graphics reinforcers; multiple difficulty levels.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Educat'l Activit's \$15.95
Rev's: JRM V1(+)

%FRACTIONS & MIXED NUMBERS (Skills pract)

6)Subj/Topic: Fractions Grades: 4-9
Description: Student enters assigned problem & own answers; program checks answer,displays sol'n steps; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; App48K+d;TRS16K+t
Sce: Educ Micro Systems \$24.95
Rev's: ER 81(0); TCT V83(+); SMW Su82(+)

EDU-WARE FRACTIONS (Tutorial)

7)Subj/Topic: Fractions Grades: 4-12
Description: Fractions learning units teach denominators, 4 basic operations; disk: Apple \$49, Atari \$39.95.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; Ap48K+d; At32K+t
Sce: Edu-Ware Services \$29.95
Rev's: SMW Su81(+); PM Su80(+)

CROSSBOW (Educ'l game)

8)Subj/Topic: Fractions Grades: 4-8
Description: A target game that teaches fractions in an exciting and competitive environment. 3 levels of play.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Hayden Book Co. \$9.95
Rev's: TCT 6-7/80

THE PLAYFUL PROFESSOR (Educ'l game)

9)Subj/Topic: Fractions Grades: 4-9
Description: 1-2 players practice integer & fraction arithmetic; rt. answers allow moves in haunted hse game; 3 diffc levels.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Med Systems Softwe \$14.95
Rev's: CC 9/80; S-80 9/80(0)

†FUN FRACTIONS (Skills pract)

10)Subj/Topic: Fractions Grades: 4-9
Description: Practice in add'n, subtr'n, mult'n, div'n; sound & color graphics; 3 levels of difficulty; disk \$24.95.
Syst(s): VIC-20

Lang/Min Hdwre: BASIC; 8K+ tape or disk
Sce: Taylormade Softwe \$19.95

†OPS 'N DOWNS (Educ'l game)

11)Subj/Topic: Fractions Grades: 5-8
Description: 10 step staircase - adding fractions on way up, subtracting fractions on way down; must reduce to lowest terms.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET16K/VIC3K+tape
Sce: Micro-Ed \$14.95

†OM THE LINE (Skills pract)

12)Subj/Topic: Fractions Grades: 5-8
Description: Mixed nos. & improper fractions appear on football jerseys; must identify a number's other name.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET 8K/VIC3K+tape
Sce: Micro-Ed \$14.95

†PAIL GREEN (Educ'l game)

13)Subj/Topic: Fractions Grades: 5-8
Description: Go to well, lower pail; if you are math-perfect on matching equal fractions, you'll scoop all dollars.
Syst(s): PET VIC-20
Lang/Min Hdwre: BASIC; PET 8K/VIC3K+tape
Sce: Micro-Ed \$14.95

FRACTION X (Skills pract)

14)Subj/Topic: Fractions Grades: 5-8
Description: Multipl of fractions; tutorial after 2 wrong; checks ans reduction; can change max denomin'r; on disk \$10.95.
Syst(s): PET CBM
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

COMPARE FRACTIONS (Skills pract)

15)Subj/Topic: Fractions Grades: 5-8
Description: Exer's on relative fraction size; denoms to 8; includes tutorial on x-mult'g to compare; disk version \$10.95.
Syst(s): CBM PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

MULTIPLYING FRACTIONS (Skills pract)

16)Subj/Topic: Fractions Grades: 5-8
Description: Pract cancel'g, reduc'g, multipl'g fractions; all work on screen; immed error flag'g,remediat'n; perf reports.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; P/TR16K+t;Ap48K+d
Sce: Micromcomp Workshops \$20

ADDING FRACTIONS (Skills pract)

17)Subj/Topic: Fractions Grades: 5-8
Description: Pract adding fractions; vertical & horiz versions;all work on screen; immed error flagging; performance reports.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; P/TR16K+t;Ap48K+d
Sce: Micromcomp Workshops \$20

†FRACTIONS PACKAGE I (Skills pract)

18)Subj/Topic: Fractions Grades: 5-14
Description: Practice in renaming fractns in higher/lower terms or mixed; improper numbers, divisibility & factoring.
Syst(s): PET TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Educational Softwe \$23.95

†FRAX - PRAC I & II (Skills pract)

19)Subj/Topic: Fractions Grades: 5-12
Description: Provides student with prac-in fractions; two programs.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K+ disk or tape
Sce: Edco \$50

COMPARE FRACTIONS II (Skills pract)

20)Subj/Topic: Fractions Grades: 6-12
Description: Student tells relative size of fractions with denom. to 24; "Help" gives tutorial; 1-4 stud'ts; disk \$10.95.
Syst(s): CBM PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95

FRACTIONS-A REVIEW COURSE (Tutorial)

21)Subj/Topic: Fractions Grades: 7-12
Description: 15 disks that provide 3 different programs in basic and remedial in-

struction on fractions.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: BLS/Random House \$765

†MATH HUNT:WRLD ARD US,GEOG (Educ'l game)

22)Subj/Topic: Fractions Grades: 7-12
Description: 4 stu'ts work to solve problems with fractions & factors; game format; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t,24K+d;padls
Sce: Edupro \$19.95

Logic

GERTRUDE'S SECRETS (Educ'l game)

23)Subj/Topic: Logic Grades: K-3
Description: Students solve puzzles by moving colored shapes on screen; builds ordering, sequencing, other logic skills.
Syst(s): Apple TRSCol
Lang/Min Hdwre: BASIC; Ap48K/TRSC32K+dsk
Sce: The Learning Co. \$39.95
Rev's: MUN 11/82(+); SMW W83(+)

GERTRUDE'S PUZZLES (Educ'l game)

24)Subj/Topic: Logic Grades: K-3
Description: Students solve puzzles by moving colored shapes on screen; builds deductive,problem-solving & logic skills.
Syst(s): Apple TRSCol
Lang/Min Hdwre: BASIC; Ap48K/TRSC32K+dsk
Sce: The Learning Co. \$39.95
Rev's: MUN 11/82(+); SMW W83(+)

%FANCY PROGS (Educ'l game)

25)Subj/Topic: Logic Grades: 1-12
Description: Sequencing game which helps develop logic, foresight & problem-solving skills; uses color graphics.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Teck Associates \$19.95 [pk59,14p]**

STONES (Educ'l game)

26)Subj/Topic: Logic Grades: 3-12
Description: Logic game in which user tries to pick up last stone; variation of Nim.
Syst(s): Apple PET TRS-80 TRSCol
Lang/Min Hdwre: BASIC; App+d; PET/TRS+t
Sce: Micro Learningware \$7.95
Rev's: CC 10/80

BAGELS (Educ'l game)

27)Subj/Topic: Logic Grades: 3-9
Description: Logic game in which the student tries to guess a 3-digit number with clues given by the computer.
Syst(s): Apple PET TRS-80 TRSCol
Lang/Min Hdwre: BASIC; App+d; PET/TRS+t
Sce: Micro Learningware \$7.95
Rev's: CC 10/80

BAGELS (Educ'l game)

28)Subj/Topic: Logic Grades: 3-7
Description: Computer randomly selects a 2-4 digit number for student to guess; computer gives logical clues.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrst \$30 [pk73,8p]**
Rev's: MJ W81(0); JRM V1(+)

REVERSE (Educ'l game)

29)Subj/Topic: Logic Grades: 3-12
Description: Graphics & sound add interest to challenging exercise in math problem solving; disk version \$19.95.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Edu-Soft \$14.95 [pk78,2p]**

%BAGELS (Educ'l game)

30)Subj/Topic: Logic Grades: 4-10
Description: Number guessing game; develops problem-solving skills based on logical clues.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Teck Associates \$19.95 [pk59,14p]**

MATHEMATICS: Logic (CONT)

MOPTOWN (Educ'l game)
 1)Subj/Topic: Logic Grades: 4-12
Description: 11 different games to give students practice with logic and reasoning skills; color graphics; 11 diffc levels.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K+dsk, Applesoft
Sce: The Learning Co. \$50
Rev's: SMW W82(+); CCN V3#2(+); EL V2#3(+)

ROCKY'S BOOTS (Educ'l game)
 2)Subj/Topic: Logic Grades: 4-12
Description: Players build logic machines to score points in arcade game; use conventional symbols for AND, OR, and NOT.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 48K+DOS3.3, Aplsft
Sce: The Learning Co. \$49.95
Rev's: SMW W83(+); IW 9/6/82(+); CMP 10/82

BAGELS (Educ'l game)
 3)Subj/Topic: Logic Grades: 4-6
Description: Logic & reasoning exercise in which computer selects 3 digit number; student has 18 tries to guess number.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 32K+disk
Sce: T.I.E.S. \$49.95 [pk120,4p]**

%LOGIC AND DEDUCTION (Educ'l game)
 4)Subj/Topic: Logic Grades: 4-12
Description: Modified version of Mastermind; student deduces numerical code hidden by computer; disk version \$29.95.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 16K + tape
Sce: Educl Micro Systems \$24.95
Rev's: TCT V8#3(+); ER 81(0); SMW Su82(+)

†CODEWORD (Educ'l game)
 5)Subj/Topic: Logic Grades: 6-10
Description: Practice in logical thinking by solving 5-letter codeword; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwr: BASIC; 8K + tape or disk
Sce: H.E.L. Laborator's \$11.95

Measurement

METRIC ROADRUNNER (Educ'l game)
 6)Subj/Topic: Measurement Grades: 3-9
Description: Player tries to catch the Roadrunner by correctly estimating distance to him in centimeters.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 16K ModI/III, tape
Sce: Micro Learningware \$7.95
Rev's: SMW Su81(0)

ESTIMATE (Skills pract)
 7)Subj/Topic: Measurement Grades: 4-6
Description: Students have 2 guesses to estimate lengths of random line segments in centimeters.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 32K+disk
Sce: T.I.E.S. \$49.95 [pk120,4p]**

†METRICS (Tutorial)
 8)Subj/Topic: Measurement Grades: 4-7
Description: Teaches metric units of linear measurement; practice in measuring; w/ scored test; meter tape & guide includ.
Syst(s): Apple TRS-80
Lang/Min Hdwr: BASIC; Ap48K+d; TRS32K+t
Sce: Spectrum Software \$28

METRIC CONVERTER (Computl tool)
 9)Subj/Topic: Measurement Grades: 4-10
Description: Menu selections by user for Metric-English/English-Metric conversions in 6 categories of weights & measures.
Syst(s): TRScol
Lang/Min Hdwr: BASIC; 16K + tape
Sce: Color Sftwe Svcs \$12.95

†METRIC (Skills pract)
 10)Subj/Topic: Measurement Grades: 4-12
Description: Stud'ts with some working knowledge of metric system get further practice.

Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 32K+disk or tape
Sce: Edco \$25

METRIC TREK (Educ'l game)
 11)Subj/Topic: Measurement Grades: 4-12
Description: Space game: shooting, sound, timed scores, metric estimates, multi-player, selectable difficulty.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 32K + tape
Sce: Meta-Designed Soft \$9.95

MEASUREMENTS (Tutorial)
 12)Subj/Topic: Measurement Grades: 4-6
Description: Common measures plus formulas for perimeter, areas, volume & measure of squares, triangles & circles; also on disk.
Syst(s): Apple PET
Lang/Min Hdwr: BASIC; 16K + tape
Sce: Right On Programs \$15

CURIOUS MEASUREMENTS (Educ'l game)
 13)Subj/Topic: Measurement Grades: 4-10
Description: Number guessing game with English dimensions; demonstrates advantages of the metric system.
Syst(s): Apple PET TRS-80
Lang/Min Hdwr: BASIC; Ap32K+d; others 16K
Sce: Quality Educ Designs \$175 [pk61,24p]**
Rev's: TCT 1/82(+); SMW Su82(+)

METRIC BLACKJACK (Educ'l game)
 14)Subj/Topic: Measurement Grades: 4-9
Description: Student plays against computer; decides whether to take hit by estimating line lengths in cms to get value.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 16K ModI/III, tape
Sce: Micro Learningware \$7.95

METRIC ESTIMATE (Skills pract)
 15)Subj/Topic: Measurement Grades: 4-7
Description: Timed practice in estimating the lengths of line segments in centimeters & millimeters.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrt \$30 [pk73,11p]**
Rev's: JRM V1(+)

MEASURES DRILL & PRACTICE (Skills pract)
 16)Subj/Topic: Measurement Grades: 5-9
Description: Drill & practice on metric & English systems; conversion between units of distance, wgt, & dry/liquid measures.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 16K ModI/III, tape
Sce: Mic'comp Soft Sys \$25

APPROXIMATE MEASUREMENT 1 (Tutorial)
 17)Subj/Topic: Measurement Grades: 5-12
Description: The student learns that a measurement is reported depending on the precision of one's tool; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwr: BASIC; PET8K/others 16K+t
Sce: Schl & Home CseWar \$24.95 [pk19,2p]**

SMALLEST UNIT OF MEASURE (Tutorial)
 18)Subj/Topic: Measurement Grades: 5-12
Description: Explains concept of smallest unit indicated by reported measure & gives pract in game format; dsk vers available.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwr: BASIC; PET8K/others 16K+t
Sce: Schl & Home CseWar \$24.95 [pk11,2p]**

APPROXIMATE MEASUREMENT 2 (Tutorial)
 19)Subj/Topic: Measurement Grades: 6-12
Description: Given a ruler with markings, the student will create the longest and shortest segm't - 2 in.; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwr: BASIC; PET8K/others 16K+t
Sce: Schl & Home CseWar \$24.95 [pk20,2p]**
Rev's: SMW W83(+)

METRIC LENGTH (Skills pract)
 20)Subj/Topic: Measurement Grades: 6-9
Description: Practice converting from one metric unit to another using centimeters and millimeters.
Syst(s): Apple
Lang/Min Hdwr: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrt \$30 [pk73,11p]**

Rev's: MJ W81(+); JRM V1(0)

†METRICS AND YOU (Tutorial)
 21)Subj/Topic: Measurement Grades: 7-14
Description: Learn the metric system as it relates to everyday tasks of buying; the metric system is here! On disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwr: BASIC; Ap32K+d, TRS 16K+t
Sce: Aquarius Publish's \$24.95

†METRIC/ENGLISH CONVERSIONS (Skills pract)
 22)Subj/Topic: Measurement Grades: 7-12
Description: Practice solving conversions from E to M, M to E & w/in both systems; wgt, liquid, volume, temperature & length.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$30

Number Senten's

†MATH BALANCE (Skills pract)
 23)Subj/Topic: Number Senten's Grades: 2-4
Description: Practice in concept of equality; displayed Pan balance reinforcement; student supplies missing value.
Syst(s): VIC-20
Lang/Min Hdwr: BASIC; 5K + tape
Sce: Athena Software \$6.95

†CATERPILLAR 500 (Educ'l game)
 24)Subj/Topic: Number Senten's Grades: 3-5
Description: Solve expressions like (8 x -) + 3 = 59 & earn 7 laps around racetrack; clock records time for 100 laps.
Syst(s): PET VIC-20
Lang/Min Hdwr: BASIC; PET 8K/VIC5K+tape
Sce: Micro-Ed \$14.95

COMPLEX MATHEMATICS (Tutorial)
 25)Subj/Topic: Number Senten's Grades: 3-6
Description: Contains 8 programs that give the user the ability to perform computations of complex numbers.
Syst(s): Apple PET TRS-80
Lang/Min Hdwr: BASIC; 32K + tape
Sce: Hayden Book Co. \$14.95

†MATH GOLF (Educ'l game)
 26)Subj/Topic: Number Senten's Grades: 4-6
Description: Practice in forming equations with different math operations; try to be better than par.
Syst(s): PET VIC-20
Lang/Min Hdwr: BASIC; PET 8K/VIC5K+tape
Sce: Micro-Ed \$14.95

Numeration

†COUNT THE SQUARES (Rote drill)
 27)Subj/Topic: Numeration Grades: K-2
Description: Teaches counting & reinforces familiarity with keyboard; 2 difficulty levels.
Syst(s): Apple Com 64 CBM PET
Lang/Min Hdwr: BASIC; PET8K+t, all 16K+d
Sce: Lane Robbins \$9.95

†HOW MANY SQUARES (Rote drill)
 28)Subj/Topic: Numeration Grades: K-2
Description: To follow Count the Squares; requires counting total number of squares; 2 difficulty levels.
Syst(s): Apple Com 64 CBM PET
Lang/Min Hdwr: BASIC; PET8K+t, all 16K+d
Sce: Lane Robbins \$9.95

†FACTS MATCH DIVISION (Rote drill)
 29)Subj/Topic: Numeration Grades: K-2
Description: In game-like setting, student matches numerals with word names & combination; 3 levels of difficulty.
Syst(s): TRS-80
Lang/Min Hdwr: BASIC; 32K + disk
Sce: Bertamax \$29.50

† This is a new entry in THE SOFTWARE FINDER.

% TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.

MATHEMATICS: Numeration (CONT)**†COUNTER** (Skills pract)

1)Subj/Topic: Numeration Grades: K-2
 Description: Learn to count to 15; colors & happy sounds capture attention; displays objects; controllers required.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Atari Prog Exchng \$29.95

MATH HUNT:NUMBER RELATNSHP (Educ'l game)

2)Subj/Topic: Numeration Grades: K-3
 Description: 4 stud'ts together solve problems involving no. rel'shps; race track search, maze & team formats; disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t;24K+d;joyst
 Sce: Edupro \$19.95

†MATH RACE:NUMBERS RELAT'N (Educ'l game)

3)Subj/Topic: Numeration Grades: K-3
 Description: 8 students together solve races involving number relationships; on disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t;24K+d;padls
 Sce: Edupro \$19.95

†COUNT (Skills pract)

4)Subj/Topic: Numeration Grades: K-2
 Description: Child counts objects; progrm continuously adjusts to child's level; error produces hint: rising tones 'count'.
 Syst(s): Apple TRSCol
 Lang/Min Hdware: BASIC; 16K+ tape or disk
 Sce: J.B. Hirsch \$20

†JACK & JILL GO TO SCHOOL (Skills pract)

5)Subj/Topic: Numeration Grades: K-1
 Description: Practice in counting given by Jack & Jill; sound and graphics.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Comp Lrg Ctr Child \$10.95

NUMBER/NUMERAL (Skills pract)

6)Subj/Topic: Numeration Grades: K-1
 Description: Student counts & enters number of stars displayed (1 to 10); if correct, acrobat does somersault;perf report.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III+tape
 Sce: Little Bee \$10.95
 Rev's: TCT 12/81(-)

NUMBER TREE (Skills pract)

7)Subj/Topic: Numeration Grades: K-1
 Description: Drill on number words; if user enters numeral corres. to word, tree fills with that number of numerals.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III+tape
 Sce: Little Bee \$10.95

WHICH NUMBER COMES NEXT? (Rote drill)

8)Subj/Topic: Numeration Grades: K-2
 Description: Displays 3 numbers 1-20 in sequence, followed by a blank; pupil points to next number; reports perform'nc.
 Syst(s): PET
 Lang/Min Hdware: BASIC; 8K+tape,light pen
 Sce: Micro-Ed \$7.95

COUNT 'EM (Rote drill)

9)Subj/Topic: Numeration Grades: K-1
 Description: 1 to 10 locomotives appear on screen; pupil counts them & types in number; graphics reinforcers; perf report.
 Syst(s): PET VIC-20
 Lang/Min Hdware: BASIC; PET8K/VIC5K+tape
 Sce: Micro-Ed \$7.95

WHAT NUMBER IS MISSING? (Skills pract)

10)Subj/Topic: Numeration Grades: K-1
 Description: Digits from 1 to 9 appear in sequence with one missing; the pupil enters the missing digit; reports perf.
 Syst(s): PET
 Lang/Min Hdware: BASIC; 8K + tape
 Sce: Micro-Ed \$7.95

LOCOMOTIVE (Skills pract)

11)Subj/Topic: Numeration Grades: K-2
 Description: Displays 1 to 10 locomotives

on screen; pupil counts them & points to the number with light pen; reports perf'c.

Syst(s): PET
 Lang/Min Hdware: BASIC; 8K+tape,light pen
 Sce: Micro-Ed \$7.95

EARLY ELEMENTARY I (Rote drill)

12)Subj/Topic: Numeration Grades: K-2
 Description: 4 programs for very young stud'ts to give pract in recognizing numbers, shapes & colors; incl teacher file.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K+dsk,Applesoft
 Sce: Compu-Tations \$29.95
 Rev's: CRC V1#1(+)

COUNTING FUN (Skills pract)

13)Subj/Topic: Numeration Grades: K
 Description: Drill on numeral recognition and counting 1 to 9; uses music and a light show as rewards.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 16K + disk
 Sce: Edutek Corp. \$15

COUNT TO 10 (Skills pract)

14)Subj/Topic: Numeration Grades: K
 Description: Drill on numeral recognition and counting to 10; the pupil controls dancing, colored squares.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 16K+dsk,joysticks
 Sce: Edutek Corp. \$15

NUMBERS (Rote drill)

15)Subj/Topic: Numeration Grades: K-1
 Description: A numeral is displayed; the student must select the matching numeral from a list.
 Syst(s): PET
 Lang/Min Hdware: BASIC; 8K + tape
 Sce: Project COMCAL \$10

LOOK AND COUNT I (Skills pract)

16)Subj/Topic: Numeration Grades: K-1
 Description: Student counts how many objects are on screen; up to 5 objects.
 Syst(s): PET
 Lang/Min Hdware: BASIC; 8K + tape
 Sce: Project COMCAL \$10

LOOK AND COUNT II (Skills pract)

17)Subj/Topic: Numeration Grades: K-1
 Description: Student counts how many objects are on the screen; up to 10 objects.
 Syst(s): PET
 Lang/Min Hdware: BASIC; 8K + tape
 Sce: Project COMCAL \$10

COSHAPE (Skills pract)

18)Subj/Topic: Numeration Grades: K-1
 Description: The student must count the number of shapes of one kind that appear on the screen.
 Syst(s): PET
 Lang/Min Hdware: BASIC; 8K + tape
 Sce: Project COMCAL \$10

NUMBER WORDS - LEVEL I (Rote drill)

19)Subj/Topic: Numeration Grades: K-1
 Description: Matching number words to numerals for 1-9, 10's, 20-50, 51-100. Stores & reports student performance.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K + disk
 Sce: Hartley Courseware \$26.95

NUMERAL RECOGNITION (Rote drill)

20)Subj/Topic: Numeration Grades: K-2
 Description: Exercise to familiarize child with numerals 1 through 9; disk version \$24.95.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III+tape
 Sce: Jensen Software \$19.95 [pk49,5p]**

HOW MANY? (Skills pract)

21)Subj/Topic: Numeration Grades: K-3
 Description: Prints blocks on screen; child counts blocks & enters number; multiple difficulty levels; on disk \$24.95.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III+tape
 Sce: Jensen Software \$19.95 [pk50,5p]**

GUESS THE NUMBER (Educ'l game)

22)Subj/Topic: Numeration Grades: 1-9
 Description: Graphics & sound features of game help student master the relative size of numbers; disk version \$19.95.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Edu-Soft \$14.95 [pk78,3p]**

MATH FACTS LEVEL II (Skills pract)

23)Subj/Topic: Numeration Grades: 1-3
 Description: Practice on number sequences & greater/less than to 100; also 2- & 3-col addn,subtn;auto promot'n,rev'w;dsk\$25.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 24K+tape;32K+disk
 Sce: T.H.E.S.I.S. \$20

†NUMBER - ROTATION (Educ'l game)

24)Subj/Topic: Numeration Grades: 1-12
 Description: Practice in number sequence 1 - 20; 9 levels of difficulty.
 Syst(s): CP/M
 Lang/Min Hdware: BASIC; 48K + disk
 Sce: Generic Software \$19.95

†PRE-MULTIPLICATION (Skills pract)

25)Subj/Topic: Numeration Grades: 1-3
 Description: Practice in counting by 2's, 3's, 4's, 5's; errors automatically cause re-presentation of problem.
 Syst(s): Apple TRSCol
 Lang/Min Hdware: BASIC; 16K+ tape or disk
 Sce: J.B. Hirsch \$20

NUMBER (Educ'l game)

26)Subj/Topic: Numeration Grades: 1-6
 Description: Logic game; the computer picks a number to be guessed & gives clues of "too high" or "too low".
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 32K + DOS 3.2
 Sce: Minn Ed Comp Constrt \$30 [pk73,1lp]**
 Rev's: MJ W81(0); JRM V1(+)

COUNTING NUMBERS < 101 (Skills pract)

27)Subj/Topic: Numeration Grades: 1-2
 Description: Colored rectangles "pop" to music; helps learn counting to 100.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 16K + disk
 Sce: Edutek Corp. \$15

FINGER ABACUS (Educ'l game)

28)Subj/Topic: Numeration Grades: 1-4
 Description: Learn to read the finger abacus. With correct response, player gets music & colorful graphics.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 16K + disk
 Sce: Edutek Corp. \$10
 Rev's: JRM V1(0)

COUNTING BY * (Skills pract)

29)Subj/Topic: Numeration Grades: 2-3
 Description: Reinforces multiplication facts; pupil counts by 2's,3's, 5's, 10's; uses color graphics & music as rewards.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 16K + disk
 Sce: Edutek Corp. \$20

†MATH RACE:AMER THEME,# RRL (Educ'l game)

30)Subj/Topic: Numeration Grades: 2-7
 Description: 8 students simultaneously race across their tracks building their skills w/ number relationships; d \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t;24K+d;padls
 Sce: Edupro \$19.95

PRIME NUMBER (Skills pract)

31)Subj/Topic: Numeration Grades: 3-6
 Description: Grid of numbers 1 to 100; one number selected at random; must identify number as prime or composite.
 Syst(s): PET
 Lang/Min Hdware: BASIC; 8K + tape
 Sce: Micro-Ed \$7.95

† This is a new entry in THE SOFTWARE FINDER. ** See Intro. and Sect. II-3.

MATHEMATICS: Numeration (CONT)

PLACE VALUE (Tutorial)
 1)Subj/Topic: Numeration Grades: 3-9
Description: Instruction & practice on the basics of the decimal number system and place value; graphics cues.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 8KPET/16KAP,TRS+t
Sce: Micro Learningware \$7.95
Rev's: SMW Su81(-); CC 10/80

NUMBER MATCH (Rote drill)
 2)Subj/Topic: Numeration Grades: K-3
Description: Develops the concept of number by matching numeral with domino pattern & then set of objects; disk ver \$29.50.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+t/d
Sce: Bertamax \$19.80

ROUND (Skills pract)
 3)Subj/Topic: Numeration Grades: 3-7
Description: Practice rounding numbers to the nearest ten, hundred, thousand, etc.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consert \$30 [pk73,11p]**
Rev's: MJ W81(+); JRM V1(+)

TAKE 'EM (Educ'l game)
 4)Subj/Topic: Numeration Grades: 3-10
Description: Match wits with computer. See who can take the last stone. Requires player to manipulate numbers in base 2.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Edutek Corp. \$20

PRIME NUMBERS (Tutorial)
 5)Subj/Topic: Numeration Grades: 3-7
Description: Teaches factors & prime numbers at student controlled pace; prime number generator included.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
Sce: Athena Software \$6.95

PLACE VALUE (Skills pract)
 6)Subj/Topic: Numeration Grades: 4-9
Description: Practice naming digit place values, also in rounding to a specified place value; reports student performance.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2.1
Sce: Indian Head Softwe \$5.95

SETS AND NUMBERS (Skills pract)
 7)Subj/Topic: Numeration Grades: 4-9
Description: Scored pre-test, then practice on sets and numbers; uses graphics.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Micro Learningware \$7.95
Rev's: SMW Su81(-)

20 QUESTIONS (Educ'l game)
 8)Subj/Topic: Numeration Grades: 4-9
Description: Number guessing game; gives practice in use of < & > symbols, problem-solving & binary search strategies.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Teck Associates \$19.95 [pk59,14p]**

SETS (Tutorial)
 9)Subj/Topic: Numeration Grades: 4-6
Description: Intro to basic concepts of sets - what they are & how they are used; relat'shp to "real life"; also on disk.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Right On Programs \$15

PRIMES AND COMPOSITES (Tutorial)
 10)Subj/Topic: Numeration Grades: 6-10
Description: Introduces the concept of primes and gives practice finding the 1st 6 primes and factoring to 288.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d;others16K
Sce: Quality Educ Designs \$90 [pk60,12p]**
Rev's: TCT V8#4(0); TCT 1/82(+); SMW Su82(+)

MATH RACE:WORLD AR US,# REL (Educ'l game)
 11)Subj/Topic: Numeration Grades: 7-12
Description: 8 students work together on no progressions & other numerical relationships; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d
Sce: Edupro \$19.95

NUMBER BASE CONVERSION (Tutorial)
 12)Subj/Topic: Numeration Grades: 8-12
Description: Number conversion from and to base 2, 8, 10, or 16. Can add & subtract numbers between bases.
Syst(s): Atari TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Demi-Software \$9.95

Ratio/Proport'n

CHEMIST (Educ'l game)
 13)Subj/Topic: Ratio/Proport'n Grades: 5-9
Description: The student must use ratios to find ans & avoid being blown up; gives help is stud't loses; disk vers'n \$10.95.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Teacher's Pet \$7.95 [pk11,3p]**

PROPORTION PROBLEMS (Skills pract)
 14)Subj/Topic: Ratio/Proport'n Grades: 6-10
Description: Generates & scores exer's involving proportional relat'nships of the form x/a=b/c; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

Time & Distance

HICKORY DICKORY (Skills pract)
 15)Subj/Topic: Time & Distance Grades: K-5
Description: Gives time on clock face; student enters digital time via keyboard or joystick;6 diffc levels, perf reports.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+tape;jstk opt
Sce: Atari Prog Exchnng \$15.95

CLOCK (Skills pract)
 16)Subj/Topic: Time & Distance Grades: 1-3
Description: Practice telling time on the hour & half hour; multiple clock faces displayed; reports pupil performance.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

TELLING TIME COMPUTER SET (Tutorial)
 17)Subj/Topic: Time & Distance Grades: K-3
Description: Explains how to tell time; students learn how to read minutes as well as hours; gives practice; disk vers'n \$34.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Orange Cherry Med \$28

HOOR CLOCK (Skills pract)
 18)Subj/Topic: Time & Distance Grades: K-2
Description: Learn reading hours; only 2 activities: selecting time to match clock & a timed game to select correct time.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Bertamax \$24.80

HALF-HOOR CLOCK (Skills pract)
 19)Subj/Topic: Time & Distance Grades: K-2
Description: Learn reading clock face to tell time to the half hour; 2 parts: the half-hour clock & time out game.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Bertamax \$24.80

QUARTER-HOOR CLOCK (Skills pract)
 20)Subj/Topic: Time & Distance Grades: K-2
Description: Learn reading clock face to tell time to quarter hour; 2 parts: quarter hour clock & time out game.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Bertamax \$24.80

DIRECTION AND DISTANCE (Skills pract)
 21)Subj/Topic: Time & Distance Grades: 1-3
Description: Practice identifying 8 compass directions and estimating distance on the screen.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Micro-Ed \$7.95

TELLING TIME (Skills pract)
 22)Subj/Topic: Time & Distance Grades: 1-6
Description: Using clock face, students learn to tell time; 4 levels of practice are provided: hours, half, quarter & 5 min.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K,TRS32K+disk
Sce: Comp Cseware Srvc \$55

A CLOCK GAME (Educ'l game)
 23)Subj/Topic: Time & Distance Grades: 1-4
Description: Win play money by telling time. Excellent to reinforce & review time telling skills.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Edutek Corp. \$25

CONCENT TIME (Educ'l game)
 24)Subj/Topic: Time & Distance Grades: 1-4
Description: Version of Concentration in which times are matched; 2 players; five difficulty levels.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$30

CLOCK (Skills pract)
 25)Subj/Topic: Time & Distance Grades: 1-4
Description: Practice telling time on digital & traditional clocks; color graphics; stores, reports student perform'nc.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Hartley Courseware \$39.95
Rev's: PM Sp80(+); SMW W82(0); JCR V1#1(+)

TELLING TIME (Tutorial)
 26)Subj/Topic: Time & Distance Grades: 1-3
Description: Provides intro to basic concepts of clock & telling time; traditional/digital clocks; w/ game; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

CALENDAR TIC-TAC-TOE (Educ'l game)
 27)Subj/Topic: Time & Distance Grades: 2-4
Description: 1 or 2 players put X's in Tic-Tac-Toe boxes by answer'g quests about days of week & month; reports performance.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Little Bee \$10.95

LEARN TO TELL TIME (Skills pract)
 28)Subj/Topic: Time & Distance Grades: 2-6
Description: Student presented with clock showing various times; graphics & sound help students to learn.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DISK
Sce: Bipacs \$49

USING A CALENDAR (Tutorial)
 29)Subj/Topic: Time & Distance Grades: 2-5
Description: Beginning calendar skills; illus. calendar, gives info. questions; teacher can create own calendar,questions.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+Applesoft,dsk
Sce: Hartley Courseware \$39.95

CLOCKFACE (Skills pract)
 30)Subj/Topic: Time & Distance Grades: K
Description: Shows clock face w/ randomly placed hands; student may set clock, run it, or request dig/verbal time; on disk \$20.
Syst(s): Apple Atari TRS-80
Lang/Min Hdwre: BASIC; TRS+t;others+disk
Sce: Cybernetic Info \$20

MATHEMATICS: Time & Distance (CONT)

%CLOCK (Educ'l game)
 1)Subj/Topic: Time & Distance Grades: 3-9
 Description: Time guessing game; gives practice in drawing inferences & problem-solving as well as work'g with time units.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 32K + disk
 Sce: Teck Associates \$19.95 [pk59,14p]**

U.S. TIME ZONES (Skills pract)
 2)Subj/Topic: Time & Distance Grades: 4-8
 Description: Practice giving the time in five different time zones; reports student performance.
 Syst(s): PET
 Lang/Min Hdwre: BASIC; 8K + tape
 Sce: Micro-Ed \$7.95

Word Problems

STORY PROBS IN ADD'N/SUB'N (Skills pract)
 3)Subj/Topic: Word Problems Grades: 1-6
 Description: Assorted story problems in addition & subtraction about Great Castle, lords & knights; reports performance.
 Syst(s): PET
 Lang/Min Hdwre: BASIC; 8K + tape
 Sce: Micro-Ed \$7.95
 Rev's: SMW Su81(0)

PROBLEM SOLVING MATH LEV 3 (Skills pract)
 4)Subj/Topic: Word Problems Grades: 3
 Description: 60 lessons in 22 programs, student's manual; has mystery stories, vocabulary, other prgs. Dsk:Ap\$216 TRS\$200.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; TRS16K+t; Ap32K+d
 Sce: Bertamax \$245.50

MATH WORD PROBLEMS (Tutorial)
 5)Subj/Topic: Word Problems Grades: 3-6
 Description: Instruction & practice on solving arithmetic word problems; six programs.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
 Sce: Mentor Software \$54.95

†SOLVING WORD PROBLEMS I&II (Tutorial)
 6)Subj/Topic: Word Problems Grades: 3-5
 Description: 2 prgs show word problem procedure; has student mgt syst & guide, work sheets; ea prog \$24.95, disk \$29.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
 Sce: Aquarius Publish's \$24.95

†PROB SOLVING IN MATH LEV 4 (Skills pract)
 7)Subj/Topic: Word Problems Grades: 3-5
 Description: 60 lessons, 10 mystery stories to solve, 10 vocab lessons, 40 problem solver lessons; Ap \$215.50.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
 Sce: Bertamax \$189.50

†ELEMENTARY MATH WORD PROBS (Skills pract)
 8)Subj/Topic: Word Problems Grades: 3-6
 Description: Practice programs help student recognize type of math needed to solve word problem.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 32K+ disk or tape
 Sce: Edco \$25

READ & SOLVE MATH PROBLEMS (Tutorial)
 9)Subj/Topic: Word Problems Grades: 4-6
 Description: 10 prog's teach converting from word to no. probs & to solve; animated reinforcers; auto prompt; on disk \$39.95.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; 16K + tape
 Sce: Educat'l Activit's \$78
 Rev's: CRC V1#1(-)

†PROB SOLVING IN MATH LEV 5 (Skills pract)
 10)Subj/Topic: Word Problems Grades: 4-6
 Description: 60 lessons, 10 mystery stories to solve, 10 vocab lessons, 40 problem solver lessons; Ap \$215.50.
 Syst(s): Apple TRS-80

Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
Sce: Bertamax \$199.50

†PROBLEM SOLVING (Tutorial)
 11)Subj/Topic: Word Problems Grades: 4-6
 Description: Intro to simple basics of problem solving; various ways of writing math probs; w/ randomized game; disk \$15.
 Syst(s): Apple PET
 Lang/Min Hdwre: BASIC; Ap16K+d;PET8K+t
 Sce: Right On Programs \$13

†PROB SOLVING IN MATH LEV 6 (Skills pract)
 12)Subj/Topic: Word Problems Grades: 5-7
 Description: 60 lessons, 10 mystery stories to solve, 10 vocab lessons, 40 problem solver lessons; Ap 215.50.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
 Sce: Bertamax \$199.50

PROBLEM SOLVING PROCESS (Skills pract)
 13)Subj/Topic: Word Problems Grades: 6-12
 Description: Tests ability to analyze & check math problems faced in everyday life.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: MCE \$44.95 [pk0,4p]**

%TIME-RATE-DISTANCE (Skills pract)
 14)Subj/Topic: Word Problems Grades: 6-7
 Description: Separate drills on distance, rate & time problems. Final drill on mixed problems. True motion displays.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K DOS 3.2/3.3
 Sce: EduTech \$65

†SECONDARY MATH WORD PROBS (Skills pract)
 15)Subj/Topic: Word Problems Grades: 7-12
 Description: Stud'ts practice math word problems with 10 problems; help segment given for incorrect answers.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 32K+ disk or tape
 Sce: Edco \$25

MATHEMATICS: Algebra

GUESS THE RULE (Educ'l game)
 16)Subj/Topic: Algebra Grades: 3-12
 Description: Teaches concepts of ordered pairs & functions in arcade style; uses linear, 2nd deg polynom'ls; on disk \$19.95.
 Syst(s): Apple Atari TRS-80
 Lang/Min Hdwre: BASIC; 16K+tape;TRS M1/3
 Sce: Edu-Soft \$14.95 [pk79,2p]**
 Rev's: CC 9/80; TCT V8#6(+)

FIND THE FACTORS (Educ'l game)
 17)Subj/Topic: Algebra Grades: 4-12
 Description: Given the sum & product of 2 nos., stud't tries to find the nos.; 3 levels: 1-10, 1-100, neg nos.; on disk \$10.95.
 Syst(s): PET
 Lang/Min Hdwre: BASIC; 8K + tape
 Sce: Teacher's Pet \$7.95
 Rev's: SMW Su81(0)

†%ALGEBRA (Tutorial)
 18)Subj/Topic: Algebra Grades: 4-10
 Description: To teach how to solve simple equations; instructions explain a method of solving an equation like $ax + b = c$.
 Syst(s): VIC-20
 Lang/Min Hdwre: BASIC; VIC 5K + tape
 Sce: Athena Software \$6.95

†%ALGEBRA (Educ'l game)
 19)Subj/Topic: Algebra Grades: 4-10
 Description: On screen instructions explain a method of solving $AxB=C$; timed quiz of 5 random problems follows.
 Syst(s): VIC-20
 Lang/Min Hdwre: BASIC; 5K + tape
 Sce: Athena Software \$6.95

LESSONS IN ALGEBRA (Tutorial)
 20)Subj/Topic: Algebra Grades: 6-12
 Description: Written by a practicing Algebra teacher. This tutorial teaches the

beginning elements of Algebra.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 48K + disk
Sce: George Earl \$29.95
Rev's: PM Su80(0); SMW Su82(+); CRC V1#1(+)

†%QUADRATIC EQUATION (Educ'l game)
 21)Subj/Topic: Algebra Grades: 6-12
 Description: Student calculates the 2 answers for equations of the form $Ax+Bx+C=0$; answers are random intergers.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
Sce: Athena Software \$7.95

THE SUPERPLOTTER (Teacher aid)
 22)Subj/Topic: Algebra Grades: 7-12
 Description: Graphs, overheads, pie, bar-point, line, polynomial curvefit, function plots, overlays, data file editing.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Dickens Data Sys \$69.95

EQUATIONS (Skills pract)
 23)Subj/Topic: Algebra Grades: 7-10
 Description: Pract solving equations of form $AX+B=C$; step-by-step sol'n on screen; immed error flagging, corrective feedback.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Micromp Workshops \$24.95
Rev's: SMW Su82(+)

PLOT (Comput'l tool)
 24)Subj/Topic: Algebra Grades: 7-12
 Description: Quickly & accurately demonstrates graph of any funct'n; use to teach linear, trig funct'ns, etc; on disk \$19.95.
Syst(s): Apple Atari TRS-80
Lang/Min Hdwre: BASIC; 16K+tape;TRS M1/3
Sce: Edu-Soft \$14.95 [pk79,2p]**
Rev's: TCT V8#6(+); MJ V3#1; CC 9/80

%ALGEBRA (Skills pract)
 25)Subj/Topic: Algebra Grades: 7-11
 Description: Practice on signed integers, factor'g, set op'ns, & linear & quadratic equat'ns; 7 prgs; on individ tapes \$29.95.
Syst(s): CBM PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Tycom Associates \$19.95
Rev's: CC 1/81(-)

†PROBLEM SOLVING IN ALGEBRA (Tutorial)
 26)Subj/Topic: Algebra Grades: 7-12
 Description: Designed to help students translate word probs to approp equations for solution -38 lessons: w/BkUpDsk \$454.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Encyclopedia Britt \$329

†ALGEBRA PACKAGE I (Skills pract)
 27)Subj/Topic: Algebra Grades: 7-14
 Description: Practice in signed operations, intro to coordinate graphing, slope & proper-ties of math.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Educational Softwe \$23.95

†ALGEBRA PACKAGE II (Skills pract)
 28)Subj/Topic: Algebra Grades: 7-14
 Description: Practice covering exponents, metric system, order of operations & simplifying number expressions.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Educational Softwe \$23.95

†ALGEBRA I, II, & III (Skills pract)
 29)Subj/Topic: Algebra Grades: 7-12
 Description: Practice solving linear equations w/ 1 & 2 unknowns; solving 2nd degree equations w/ 2 unknowns.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$65

MATHEMATICS: Algebra (CONT)**MYSTERY FUNCTION**

(Educ'l game)

1)Subj/Topic: Algebra Grades: 8-12
Description: The student tries to identify a function by entering values for the unknown & getting back value of function.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Indian Head Softw \$3.95

ALGEBRA I DRILL-LINEAR EQS (Skills pract)

2)Subj/Topic: Algebra Grades: 8-10
Description: 9 programs give practice solving linear equations; difficulty varies from 1 to 4 linear forms.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Mic'comp Soft Sys \$35

COMPUTER GRAPHING EXPERS I (Computl tool)

3)Subj/Topic: Algebra Grades: 8-12
Description: Student explores graphs of linear, quadrat, absolute value, polynomial, exponential & log functions, inequalities.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.3
Sce: Addison-Wesley \$45

BASIC ALGEBRA

(Tutorial)

4)Subj/Topic: Algebra Grades: 8-11
Description: Complete survey course from sets through trigonometric equations; requires Educ'l Syst Master Cartr'dg @ \$30.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Atari Inc. \$29.95

%ALGEBRAIC FACTORING

(Tutorial)

5)Subj/Topic: Algebra Grades: 8-12
Description: Review and practice on six methods of factoring polynomials; gives explanations, also quizzes.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Basics & Beyond \$24.95 [pk15,20p]**

TICTACPET

(Educ'l game)

6)Subj/Topic: Algebra Grades: 8-10
Description: 2 students or teams solve linear equations on Tic Tac Toe grid; 9 levels of difficulty.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: N.C.C.C.D. \$5
Rev's: SMW Su8l(+)

%SQ. BINOMIALS

(Skills pract)

7)Subj/Topic: Algebra Grades: 8-11
Description: Gives practice in squaring binomials; reports student performance.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Teck Associates \$19.95 [pk59,14p]**

ARITHMETIC PROGRESSIONS I (Skills pract)

8)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's on common difference, nth term & the number of terms; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

VERBAL PROBLEMS VII- RATES (Skills pract)

9)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's on solving word problems involving rate relationships; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

VERBAL PROBL'S VIII-DIGITS (Skills pract)

10)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's on word problems involving relationships among digits of numbers; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

SIMULTANEOUS EQUATIONS-3X3 (Skills pract)

11)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exercises

on solving sets of three simultaneous equations; reports student performance.

Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

VERBAL PROBLEMS V-MIXTURES (Skills pract)

12)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's in solving word problems involving mixtures; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

LINEAR EQUATIONS

(Skills pract)

13)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's on simple linear equations in one unknown; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

FORMULA EVALUATION

(Skills pract)

14)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's on solving implicit relationships for an unknown variable; reports student perform'c.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

VERBAL PROBLEMS II - COINS (Skills pract)

15)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's in solving word problems involving coin values; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

VERBAL PROBL'S IV-INTEREST (Skills pract)

16)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's in solving word problems involving simple interest; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

VERBAL PROBLEMS IX - WORK (Skills pract)

17)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's on word problems involving rates at which work accomplished; reports performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

VERBAL PROBL'S VI-GEOMETRY (Skills pract)

18)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's on solving word problems involving simple geometry; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20
Rev's: TCT V8#5(0)

VERBAL PROBLEMS I- NUMBERS (Skills pract)

19)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's on solving word problems involving numerical relationships; reports student perform'nc.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

SIMULTANEOUS EQUATIONS-2X2 (Skills pract)

20)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exercises on solving sets of 2 simultaneous equations; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

VERBAL PROBLEMS III - AGES (Skills pract)

21)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's in solving word problems involving age relationships; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

VERBAL PROBLEMS X- GENERAL (Skills pract)

22)Subj/Topic: Algebra Grades: 8-11
Description: Generates & scores exer's on word problems including a variety of numerical relationships; reports perform'nc.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

ELEMENTARY ALGEBRA

(Tutorial)

23)Subj/Topic: Algebra Grades: 8-10
Description: Reviews fundamentals of elementary algebra; objective answer format; gives help when needed.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Nat'l Softw'e Mktg \$7.95

†ALGEBRA I

(Tutorial)

24)Subj/Topic: Algebra Grades: 8-10
Description: Features definitions, number line operations, sets, evaluation expressions, rules for equation reduction.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.3
Sce: Aquarius Publish's \$39.95

BINOMIAL MULTIPLICATION

(Concept demo)

25)Subj/Topic: Algebra Grades: 8-10
Description: Graphic demonstration that $(X+A)(X+B)=X^2+AX+BX+BC$; is shown by use of very convincing area argument.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Math Software \$175 [pk21,12p]**
Rev's: TCT 3/82(0); MT 4/81(+); MSN 10/81(+)

SIMULTANEOUS LINEAR SYST'S (Tutorial)

26)Subj/Topic: Algebra Grades: 8-10
Description: Provides geometric understanding along with algebraic practice for solving linear systems.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Math Software \$175 [pk21,12p]**
Rev's: EL 3-4/82(0); MT 4/81

SOLVING LINEAR EQUATIONS (Tutorial)

27)Subj/Topic: Algebra Grades: 8-10
Description: Provides graphic model for solving linear equations.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Math Software \$175 [pk21,12p]**
Rev's: EL 3-4/82(0)

CARTESIAN COORD'T GRAPHING (Computl tool)

28)Subj/Topic: Algebra Grades: 8-12
Description: Plots a standard x,y graph of a given function; scales automatically; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Computware \$19.95 [pk47,5p]**

ALGEBRA BILLIARDS

(Skills pract)

29)Subj/Topic: Algebra Grades: 8-12
Description: Practice, in billiard game format, evaluating linear expressions by substit'n; gives help;uses graphics,sound.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Curriculum Appl'ns \$16.95
Rev's: TCT V8#6(+); CRC V1#1(0); SMW W82(+)

FACTORING

(Tutorial)

30)Subj/Topic: Algebra Grades: 8-11
Description: Introduces & demonstrates polynomial factoring, gives practice in formal/game formats & tests/reports perf.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Micro Power & Light \$34.95

ALGEBRA 3

(Skills pract)

31)Subj/Topic: Algebra Grades: 8-12
Description: learning units cover monomials, polynomials, simple factor'g, factor'g, binomials, & quadratic trinomials.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3Appl'sft
Sce: Edu-Ware Services \$39.95
Rev's: ET 9/81(-); MT 11/82(0)

† This is a new entry in THE SOFTWARE FINDER.

* TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.

MATHEMATICS: Algebra (CONT)

SOLVING QUADRATIC EQUATIONS (Skills pract)

1)Subj/Topic: Algebra Grades: 8-11
Description: Pract solving equations of form $AX^2+BX+C=0$; all work step by step on screen; immed error flagging, remediation.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: Microware Workshops \$20

ALGEBRA 2 (Skills pract)

2)Subj/Topic: Algebra Grades: 8-12
Description: Learning units cover addition & multiplication of real numbers, solving equations, problems & inequalities.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.3 Applesoft
Sce: Edu-Ware Services \$39.95
Rev's: ET 9/81(-); MT 11/82(0)

ALGEBRA I (Skills pract)

3)Subj/Topic: Algebra Grades: 8-12
Description: 5 learning units covering definitions, sets, no. line ops, evaluation expressions, rules for equation reduction.
Syst(s): Atari
Lang/Min Hdware: BASIC; 48K + disk
Sce: Edu-Ware Services \$39.95
Rev's: ET 9/81(-); MT 11/82(0)

ALGEBRA WORD PROBLEMS (Tutorial)

4)Subj/Topic: Algebra Grades: 8-10
Description: Teaches logical approach to solving word problems; practice with several probl types; tests; reports perf'nc.
Syst(s): CBM PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: Tycom Associates \$19.95

SOLVING EQUATIONS (Skills pract)

5)Subj/Topic: Algebra Grades: 8-9
Description: Program provides the student with an unlimited supply of random equations which s/he must solve.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Educat'l Activit's \$45

ALGEBRA II (Tutorial)

6)Subj/Topic: Algebra Grades: 9-12
Description: Rules for addition, rules for multiplication, solving equations, and solving inequalities are covered.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.3
Sce: Aquarius Publish's \$39.95

THE QUADRATIC & PARABOLA (Skills pract)

7)Subj/Topic: Algebra Grades: 9-12
Description: Quest's about quadr polynomials, quadratic roots, parabolas, tangents & normals; reviews missed items; reports perf.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
Sce: Avant Garde Creatns \$29.95

HICALC (Skills pract)

8)Subj/Topic: Algebra Grades: 9-11
Description: Algebra II students can rearrange coefficients of expressions in x to discover effects of changes on value.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: N.C.C.C.D. \$5
Rev's: SMW W82(+)

SLOPE (Skills pract)

9)Subj/Topic: Algebra Grades: 9-11
Description: Practice on slope and intercept concepts using linear equations.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Teck Associates \$19.95 [pk59,14p]**

ARITHMETIC PROGRESSIONS II (Skills pract)

10)Subj/Topic: Algebra Grades: 9-11
Description: Generates & scores exer's on common difference, nth term & number of terms; reports performance.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

QUADRATIC EQUATIONS (Skills pract)

11)Subj/Topic: Algebra Grades: 9-12
Description: Generates & scores exercises in solving quadratic formulas; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

GEOMETRIC PROGRESSIONS II (Skills pract)

12)Subj/Topic: Algebra Grades: 9-11
Description: Generates & scores exer's on common ratio, nth term and sum of progression; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

TYPES OF VARIATIONS (Skills pract)

13)Subj/Topic: Algebra Grades: 9-11
Description: Generates & scores exer's on direct, indirect & joint relationships; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

GEOMETRIC PROGRESSIONS I (Skills pract)

14)Subj/Topic: Algebra Grades: 9-11
Description: Generates & scores exer's on common ratio, nth term & geometric mean; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

EXPONENTS & LOGARITHMS (Skills pract)

15)Subj/Topic: Algebra Grades: 9-11
Description: Generates & scores exer's on logarithmic equations & the use of exponents; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

ALGEBRA (Tutorial)

16)Subj/Topic: Algebra Grades: 9-11
Description: Leads through steps in solving linear equations, check'g responses at ea. step; students may use 3 transform'ns.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Constrt \$30 [pk37,8p]**

SLOPE (Computl tool)

17)Subj/Topic: Algebra Grades: 9-11
Description: Graphs linear equations of form $y=mx+b$ or $x=6$ for guided exploration of their properties.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Constrt \$30 [pk37,8p]**
Rev's: JRM V1(+); MJ W81(+)

QUADRATIC EQUATIONS (Skills pract)

18)Subj/Topic: Algebra Grades: 9-12
Description: Practice in coefficient recognition, discriminate evaluation, type of roots, etc.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+tape;32K+disk
Sce: Radio Shack \$49.95

ALGEBRA DRILL & PRACTICE I (Skills pract)

19)Subj/Topic: Algebra Grades: 9-12
Description: Provides drill & practice in signs, numeric & algebraic fractions, percents, simplification, word problems.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Conduit \$125
Rev's: CR 8-9/82(+)

AUTO-GRAPH (Computl tool)

20)Subj/Topic: Algebra Grades: 9-12
Description: Graphs equations on screen with option for printing w/ line printer; user-friendly; manual; easy to use.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+tape;32K+disk
Sce: Modtec \$21.95

MORE ALGEBRA (Tutorial)

21)Subj/Topic: Algebra Grades: 9-11
Description: Intro & pract on 5 advanced algebra topics; reports perf'nc at ses-

sion-end; 5 progs; on indiv tapes \$26.95.
Syst(s): CBM PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Tycom Associates \$19.95
Rev's: SMW W83(-)

ALGEBRA III (Tutorial)

22)Subj/Topic: Algebra Grades: 10-14
Description: Monomials, polynomials, simple factoring and binomials, and quadratic trinomials are covered.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.3
Sce: Aquarius Publish's \$39.95

LIMITS OF SEQUENCES (Concept demo)

23)Subj/Topic: Algebra Grades: 10-12
Description: Graphs approx 55 terms of prestored or given sequence; gives epsilon neighborhood of limit and threshld value.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk,DOS3.3
Sce: Math Software \$175 [pk21,12p]**
Rev's: SMW Su82(+); MSN 10/81(+); TCT 1/82(0)

POLAR GRAPHING (Computl tool)

24)Subj/Topic: Algebra Grades: 10-12
Description: Does polar graphs of various forms including ellipse, hyperbola & parabola, as well as user-supplied equations.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk,DOS3.3
Sce: Math Software \$175 [pk21,12p]**
Rev's: MT 4/81

POLAR COORDINATE GRAPHING (Computl tool)

25)Subj/Topic: Algebra Grades: 10-12
Description: Plots polar graphs to scale; user enters range & increment; automatic scaling; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III,tape
Sce: Compuware \$19.95 [pk47,5p]**

PARAMETRIC GRAPHING (Computl tool)

26)Subj/Topic: Algebra Grades: 10-12
Description: Graphs two parametric functions entered by the user; x & y expressed in terms of T; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Compuware \$19.95 [pk47,5p]**

MATHEMATICS: Analysis

POLYGRAPH (Computl tool)

27)Subj/Topic: Analysis Grades: 9-12
Description: Allows students to explore properties of linear, trig, quadratic, conic functions; plots several at once; magnifies.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Constrt \$30 [pk37,8p]**
Rev's: JRM V1(+)

AESTHOMETRY - VOLUME 1 (Concept demo)

28)Subj/Topic: Analysis Grades: 10-12
Description: Aesthetic introduction to sketching elliptical, parabolic & hyperbolic curves.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Constrt \$30

LINEAR & PARABOL REGRESS'N (Computl tool)

29)Subj/Topic: Analysis Grades: 10-12
Description: Analyzes how well a series of points fit a linear or quadratic function; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Compuware \$19.95 [pk47,5p]**

ECCENTRICITY FORM OF CONIC (Computl tool)

30)Subj/Topic: Analysis Grades: 10-12
Description: Provides graph of conic obtained for specific value of eccentricity using eccentricity def of conics.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Math Software \$175 [pk21,12p]**

MATHEMATICS: Analysis (CONT)**ARITHMETIC OF FUNCTIONS** (Computl tool)

1)Subj/Topic: Analysis Grades: 10-12
Description: Graphs user-entered functions as well as 256 pre-programmed functions, including many trig relationships.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Math Software \$175 [pk21,12p]**
Rev's: MT 4/81(0); TCT 2/82(+); SMW Su82(+)

FUNCTION GRAPHER (Computl tool)

2)Subj/Topic: Analysis Grades: 10-12
Description: Graphs superimposed circular, absolute value, greatest integer, polynomial & user's functions with user coeff's.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Math Software \$175 [pk21,12p]**
Rev's: MSN 10/81(+); SMW Su82(+); TCT 1/82(+)

SINE & COSINE GRAPHER (Computl tool)

3)Subj/Topic: Analysis Grades: 10-12
Description: Graphs superimposed functions of forms $y = \text{Asin}(Bx+C)$ & $y = \text{Acos}(Bx+C)$ to show effects of varying coefficients.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Math Software \$175 [pk21,12p]**
Rev's: EL 3-4/82(0); MT 4/81

CACTUSPLOT (Computl tool)

4)Subj/Topic: Analysis Grades: 9-14
Description: Hi-res funct'n plots; solves equation; produces tables; calculates & shades areas; full printer & disk interface.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,ptr optl
Sce: Cactus Software \$59.95

ISOMETRIC PROJECTOR (Computl tool)

5)Subj/Topic: Analysis Grades: 10-14
Description: Wire frame plots of surface projections; useful in geometry/calculus; user specified functions can be used.
Syst(s): TRSCol
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Color Sftwe Svcs \$16.95

COMPUTER GRAPHING EXPERS 3 (Computl tool)

6)Subj/Topic: Analysis Grades: 11-12
Description: Student explores graphs of parabolas, ellipses, hyperbolas, general quadratic functions, inequalities.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.3
Sce: Addison-Wesley \$45

GRAPH IT (Computl tool)

7)Subj/Topic: Analysis Grades: 11-12
Description: Creates 2- and 3-dimensional graphs & polar graphs; will read out coordinates of points indicated by joystick.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+tape,joystick
Sce: Atari Inc. \$ n/v

POLAR (Computl tool)

8)Subj/Topic: Analysis Grades: 11-12
Description: Student investigates properties of polar coordinate equations; plots most equations, zooms in on spec sections.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrt \$30 [pk37,8p]**
Rev's: JRM V1(+)

LIMACOONS & THEIR AREAS (Tutorial)

9)Subj/Topic: Analysis Grades: 11-12
Description: Describes, graphs, & finds the areas of limacoons of form $r = a + b \sin(t)$ or $r = a + b \cos(t)$.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Math Software \$175 [pk21,12p]**
Rev's: MT 4/81; MSN 10/81(+); TCT 1/82(+)

ADVANCED GRAPHICS (Computl tool)

10)Subj/Topic: Analysis Grades: 11-12
Description: (26-1714) 2 progs allow students to study the graphs of equations of the forms $y=f(x)$, $r=f(\theta)$, $x=f(T)$, $y=f(T)$.
Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Radio Shack \$39.95

MATHEMATICS: Calculus**FUNCTION PLOTTER** (Computl tool)

11)Subj/Topic: Calculus Grades: 9-12
Description: Helps find maxima, minima, & see over-all curve shapes; plots up to 5 equations on screen at once; view'g window.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Fullmer Associates \$37.50

†CALCULUS (Skills pract)

12)Subj/Topic: Calculus Grades: 10-16
Description: Practice with problems of elementary intergration & differentiation; grading system & teachers guide.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$35

INVEST'S: INTEGRAL CALCUL (Tutorial)

13)Subj/Topic: Calculus Grades: 11-12
Description: (26-2600) Stud'ts discover fundamentals of integ calculus thru study of computer-generated graphs and areas.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Radio Shack \$39.95

MATHEMATICS: Consumer Math**PROBL SOLV'NG EV'YDAY MATH** (Tutorial)

14)Subj/Topic: Consumer Math Grades: 2-7
Description: Takes step-by-step approach to analyzing practical everyday math problems. A process teaching program.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: MCE \$165

SURVIVAL MATH (Simulation)

15)Subj/Topic: Consumer Math Grades: 4-8
Description: 4 simulations for practice in applying math skills to everyday life.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d; TRS16K+t
Sce: Sunburst Commun's \$50
Rev's: EL 11-12/82(0)

†MATH FOR EVERYDAY LIVING (Skills pract)

16)Subj/Topic: Consumer Math Grades: 4-9
Description: Student makes choices in simulated real-life activities involving math & business; disk \$85.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 16K+t; 32K+disk
Sce: Educat'l Activit's \$79

STOCK MARKET SIMULATION (Educ'l game)

17)Subj/Topic: Consumer Math Grades: 6-12
Description: Players buy & sell stocks, trying to increase net worth; prices change based on economic indicators.
Syst(s): TRS-80 PET
Lang/Min Hdwre: BASIC; 8KPET/16KTRS+tape
Sce: Micro Learningware \$7.95

YOU CAN BANK ON IT (Tutorial)

18)Subj/Topic: Consumer Math Grades: 6-12
Description: Instruction & practice on banking concepts, esp checking & saving services; suitable for special ed; 6 disks.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: MCE \$285
Rev's: SMW Su82(0)

INCOME MEETS EXPENSES (Tutorial)

19)Subj/Topic: Consumer Math Grades: 6-12
Description: Instruction/practice on budget'g; income related to fixed/flexible expenses of needs/wants; suitable spec educ.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: MCE \$340
Rev's: SMW Su82(+)

MONEY MANAGEM'T ASSESSM'T (Test genrat)

20)Subj/Topic: Consumer Math Grades: 6-12
Description: Assesses skills needed in learn'g money managem't; for pre-/post-test'g; suitable for special ed; 4 disks.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: MCE \$165
Rev's: SMW Su82(0); IW 11/23/81(+)

†REAL COST (Tutorial)

21)Subj/Topic: Consumer Math Grades: 9-12
Description: Will a special offer really save money? Study sale price, special offers & comparative shopp'g; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
Sce: Aquarius Publish's \$24.95

†UNDERSTANDG CHKBS/STATM'TS (Tutorial)

22)Subj/Topic: Consumer Math Grades: 9-12
Description: Survival math skills; learn to manage your checking account and keep up with bank statm'ts; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
Sce: Aquarius Publish's \$24.95

TAXING! (Skills pract)

23)Subj/Topic: Consumer Math Grades: 9-12
Description: Supplies randomly selected "facts" to use in practice with 1040 form. Ans key for ea stud't; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk107,2p]**

MATHEMATICS: General Math**SOLV'G MULT. STEP PROBLEMS** (Skills pract)

24)Subj/Topic: General Math Grades: 6-12
Description: Provides processes & experiences needed for using math to solve multi-step problems.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: MCE \$44.95

SIGN DRILL (Skills pract)

25)Subj/Topic: General Math Grades: 7-12
Description: Student responds against a clock. Examples given are like: Is -3 + -5 positive or negative; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk110,2p]**

LASER CHASER (Skills pract)

26)Subj/Topic: General Math Grades: 7-12
Description: A game using a Star Wars theme, hi-res graphics, & sound to give practice on operations on integers.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 48K DOS 3.3
Sce: Indian Head Softwe \$14.95

GENERAL MATHEMATICS (Tutorial)

27)Subj/Topic: General Math Grades: 9-12
Description: Contains 15 programs useful to anyone who wants to improve their math skills and accelerate their computations.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 32K + tape
Sce: Hayden Book Co. \$14.95

MATHEMATICS: Geometry**†PLANES-PLANES PGM** (Skills pract)

28)Subj/Topic: Geometry Grades: 4-8
Description: Library of 200 shapes; displays shapes at various orientations; prompts viewer to draw the shapes.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: ITC Technologies \$39.95

† This is a new entry in THE SOFTWARE FINDER. % TSF Discount Coupon gets 10% off on this product. ** See Intro. and Sect. II-3.

MATHEMATICS: Geometry (CONT)

AREA AND PERIMETER (Tutorial)

1)Subj/Topic: Geometry Grades: 5-8
Description: Introduces formulas needed to figure area & perimeter with graphics. Problems to test comprehension included.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Comm*Data Comp Hse \$9.95

↑PLANES-DS PLANES PGMS (Skills pract)

2)Subj/Topic: Geometry Grades: 5-12
Description: Allows viewer to create a personalized shape library; requires knowledge of coordinate systems concepts.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: ITC Technologies \$39.95

POINTS (Skills pract)

3)Subj/Topic: Geometry Grades: 7-10
Description: Student discovers relation between point's coordinates & its location in x-y plane, learns to plot; animated.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: N.C.C.C.D. \$5

SNARK (Educ'l game)

4)Subj/Topic: Geometry Grades: 7-11
Description: Student tries to encircle "Snark" hiding on 10 x 10 grid by specifying center & radius; prog'm gives clues.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrt \$30 [pk37,8p]**
Rev's: MJ W81(0)

GEOMETRIC SHAPES (Rote drill)

5)Subj/Topic: Geometry Grades: 7-12
Description: Practice identifying geometric shapes.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K+d,ROM Aplsft
Sce: Minn Ed Comp Consrt \$37.30 [pk101,5p]**

PERIMETERS (Tutorial)

6)Subj/Topic: Geometry Grades: 7-12
Description: Explains and gives practice with calculation of perimeters of polygons.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K+d,ROM Aplsft
Sce: Minn Ed Comp Consrt \$37.30 [pk101,5p]**

RECTANGLE & SQUARE AREAS (Tutorial)

7)Subj/Topic: Geometry Grades: 7-12
Description: Explains and gives practice with calculating the area of rectangles & squares.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K+d,ROM Aplsft
Sce: Minn Ed Comp Consrt \$37.30 [pk101,5p]**

PARALLELOGRAM AREA (Tutorial)

8)Subj/Topic: Geometry Grades: 7-12
Description: Explains and gives practice with calculating the areas of parallelograms, including the rhombus.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K+d,ROM Aplsft
Sce: Minn Ed Comp Consrt \$37.30 [pk101,5p]**

TRAPEZOID & TRIANGLE AREAS (Tutorial)

9)Subj/Topic: Geometry Grades: 7-12
Description: Explains and gives practice with calculating the areas of trapezoids and triangles.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K+d,ROM Aplsft
Sce: Minn Ed Comp Consrt \$37.30 [pk101,5p]**

↑TRIANGLE TRIG (Tutorial)

10)Subj/Topic: Geometry Grades: 7-12
Description: Step-by-step guide to triangular geometry & beginning geometry; reviews all necessary skills.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Instant Software \$19.95

ORBITAL & ROTATING FIGURES (Concept demo)

11)Subj/Topic: Geometry Grades: 8-11
Description: Visual intro to solids generated when planar & 3-D objects rotated

in space; with cones,cubes,cylinders, etc.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Math Software \$175 [pk21,12p]**

GEOMETRICAL AREAS (Skills pract)

12)Subj/Topic: Geometry Grades: 9-11
Description: Generates scored exer's on finding areas of various plane figures; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

ELEMENTARY GEOMETRY (Tutorial)

13)Subj/Topic: Geometry Grades: 9-11
Description: Reviews fundamentals of elementary geometry; objective answer format; gives help when needed.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Nat'l Softw'e Mktg \$7.95

EUCLID GEOMETRY TUTOR (Tutorial)

14)Subj/Topic: Geometry Grades: 9-12
Description: (26-1724) Using 9 basic Euclidean postulates,stud'ts tutored in construction of proofs:auto,pract,test modes.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Radio Shack \$39.95
Rev's: SMW W82(0); MT 11/82(0)

COORDINATE GEOMETRY (Skills pract)

15)Subj/Topic: Geometry Grades: 10-12
Description: Generates & scores exer's on distance between 2 points, slope & intercept of line, etc.; reports performance.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

PLANE ANALYTIC GEOMETRY (Skills pract)

16)Subj/Topic: Geometry Grades: 10-12
Description: (26-2602) Stud'ts work with plane analytic geometry probl's related to straight lines & conic sections;perf rept.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Radio Shack \$39.95

MATHEMATICS: Statistics

SAMPLING (Concept demo)

17)Subj/Topic: Statistics Grades: 6-12
Description: Random samples of 5 scores taken from population; graphically shows central tendency; also on disk.
Syst(s): Apple CBM PET TRS-80
Lang/Min Hdware: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk17,2p]**
Rev's: MT 2/82(+)

DESCRIPTIVE STATISTICS (Tutorial)

18)Subj/Topic: Statistics Grades: 6-12
Description: A set of 6 pgms giving instruction on descriptive stats (avg, mode, median, frequ. dist, histograms, etc.).
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; 8K + disk
Sce: Sheridan College \$100

PROBABILITY MACHINE (Skills pract)

19)Subj/Topic: Statistics Grades: 7-12
Description: Animated version of Galton's probability demonstrator. Can provide data for simple statistical analyses.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: N.C.C.C.D. \$5

MODE, MEDIAN & MEAN (Skills pract)

20)Subj/Topic: Statistics Grades: 7-12
Description: Generates & scores exer's on finding the range, mode, median & mean a set of generated data; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

BAR GRAPH ANALYSIS (Skills pract)

21)Subj/Topic: Statistics Grades: 8-12

Description: Generates & scores exer's on finding the range, mode, median & mean from a bar graph; reports student perf.

Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

WHAT'S THE SCORE? (Tutorial)

22)Subj/Topic: Statistics Grades: 8-12
Description: Instruction & practice with statistical measures, distributions, histograms & curves.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Micro Power & Light \$29.95

OFF CENTER (Tutorial)

23)Subj/Topic: Statistics Grades: 9-12
Description: Intros, gives practice with summarizing differences among scores in a set,std. dev.,comparing groups of scores.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Micro Power & Light \$29.95

STATISTICS (Computl tool)

24)Subj/Topic: Statistics Grades: 9-12
Description: Augments student's data to allow 100-trial histogram; plots histog'm, then adds 500 more trials for analysis.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
Sce: EduTech \$85

DESCRIPTIVE STATISTICS (Concept demo)

25)Subj/Topic: Statistics Grades: 9-12
Description: Provides supplementary materials for standard textbooks in precalculus statistics & probability.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Conduit \$75

STATISTICS I (Computl tool)

26)Subj/Topic: Statistics Grades: 10-12
Description: Given user's data, computes mean, mode, median, std deviation, variance, skewness, kurtosis & root mean sq.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Atari Inc. \$ n/av

FREQDIST (Computl tool)

27)Subj/Topic: Statistics Grades: 10-12
Description: Constructs a frequency distribution and histogram for any data set; separate textbook available.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$60 [pk65,4p]**

FREQTAB (Computl tool)

28)Subj/Topic: Statistics Grades: 10-12
Description: Constructs a frequency table and plots a line graph for any data set; separate textbook available.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$60 [pk65,4p]**

GROUP (Computl tool)

29)Subj/Topic: Statistics Grades: 10-12
Description: Calculates grouped mean, variance & standard deviation for a given data set; textbook available separately.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$60 [pk65,4p]**

STATWEAS (Computl tool)

30)Subj/Topic: Statistics Grades: 10-12
Description: Places data in order, calculates location & dispersion measures; textbook available separately.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$60 [pk65,4p]**

† This is a new entry in THE SOFTWARE FINDER.

* TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.

MATHEMATICS: Statistics (CONT)

ANALYTICS (Computl tool)
 1)Subj/Topic: Statistics **Grades:** 11-12
Description: Finds normal, regression, & variance statistics as well as Chi Square.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: COMPRESS \$50

MATHEMATICS: Trigonometry

RADAR (Educ'l game)
 2)Subj/Topic: Trigonometry **Grades:** 7-12
Description: Pract estimating angles in degrees; student gives missile headings in degrees to intercept ICBM; radar display.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrts \$30 [pk37,8p]**
Rev's: JRM V1(-)

ICBM (Educ'l game)
 3)Subj/Topic: Trigonometry **Grades:** 9-12
Description: Students use hand calculator or table to find missile heading to destroy enemy ICBM located by data table.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrts \$30 [pk37,8p]**
Rev's: MJ W81(0); JRM V1(-)

DISCOVERY LEARN'G IN TRIG (Simulation)
 4)Subj/Topic: Trigonometry **Grades:** 9-12
Description: Discovery learning techniques used to introduce trig functions and their visual representations.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Conduitt \$75
Rev's: MT 11/82(+)

TRIG FUNCT'N /ACTIVE ANGLE (Skills pract)
 5)Subj/Topic: Trigonometry **Grades:** 9-12
Description: Practice in 3 basic trig equations & derivations; choose sine, cosine or tangent problem; grading system.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$30

COMPUTER GRAPHING EXPERS 2 (Computl tool)
 6)Subj/Topic: Trigonometry **Grades:** 10-12
Description: Student explores graphs of trigonometric functions, also polar coordinates.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.3
Sce: Addison-Wesley \$45

TRIGONOMETRY I (Skills pract)
 7)Subj/Topic: Trigonometry **Grades:** 10-12
Description: Generates exercises on basic trig definitions & laws of sines & cosines; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

TRIGONOMETRY II (Skills pract)
 8)Subj/Topic: Trigonometry **Grades:** 10-12
Description: Generates & scores exers on right triangle properties & 6 basic trig functions; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

ELEMENTARY TRIG (Tutorial)
 9)Subj/Topic: Trigonometry **Grades:** 10-12
Description: Reviews fundamentals of elementary trigonometry; objective questions; gives help when needed.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Nat'l Softw'e Mktg \$7.95

MISCELLANEOUS

DRESSING I (Tutorial)
 10)Subj/Topic: General **Grades:** K-6
Description: Clothes & dressing; multi-use disk lesson; vocabulary, cut-out dolls & clothing, getting dressed & undressed.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.3or 3.2
Sce: Aquarius Publish's \$34.95

DRESSING II (Tutorial)
 11)Subj/Topic: General **Grades:** K-6
Description: What clothes should be worn when; multi-use disk lesson, vocabulary books, cut-out dolls & clothing.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.3or 3.2
Sce: Aquarius Publish's \$34.95

WINDOW, VOL 1 NO. 2 (Multi types)
 12)Subj/Topic: General **Grades:** 1-12
Description: Disk mag. w/ focus on learning; this issue has data base prog, adventure game, 2 rev'ws, other games,articles.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Tamarack Software \$24.95

WINDOW VOL 1 NO. 1 (Multi types)
 13)Subj/Topic: General **Grades:** 1-12
Description: Disk mag. w/ focus on learning; this issues contains games,a util prog to teach BASIC,articles,other progr's,etc.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Tamarack Software \$19.95

LOGIC 'N' REASON (Educ'l game)
 14)Subj/Topic: General **Grades:** 1-5
Description: 3 games desig'd to challenge player to think & develop skills in relational reasoning; (maze, puzzle, code).
Syst(s): TRSCol
Lang/Min Hdwre: BASIC; 4K + tape
Sce: Color Sftwe Svcs \$14.95

BOOKS OF THE BIBLE (Test genrat)
 15)Subj/Topic: General **Grades:** 3-8
Description: Quiz testing knowledge of the order of books of the Bible; format multiple choice.
Syst(s): TRSCol
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Color Sftwe Svcs \$7.95

KNOW YOUR MONEY (Tutorial)
 16)Subj/Topic: General **Grades:** 3-6
Description: Teaches presidents, coin mottos, mints, engravers & metal alloys; guides observations on common coins.
Syst(s): Atari TRS-80
Lang/Min Hdwre: BASIC; 16K+tape;32K+disk
Sce: Spectrum Software \$18

BIBLE QUIZ (Rote drill)
 17)Subj/Topic: General **Grades:** 3-10
Description: Multiple choice format with various Bible facts; suitable as aid for standardized Bible content tests.
Syst(s): TRSCol
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Color Sftwe Svcs \$12.95

SOLICUBE (Tutorial)
 18)Subj/Topic: General **Grades:** 3-12
Description: Tutorial based on Rubik's Cube; complete analysis of solution, 3-D with sound; includes Cube and booklet.
Syst(s): PET
Lang/Min Hdwre: BASIC; 32K + disk
Sce: ComQuest \$49.95

BIBLE QUIZ (Rote drill)
 19)Subj/Topic: General **Grades:** 3-6
Description: Add verses, computer formulas questions; easily memorize verses of scripture.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K +DOS 3.3
Sce: Profes Comp Sysys \$29.95

FACTS AND FORMULAS (Tutorial)
 20)Subj/Topic: General **Grades:** 4-8
Description: Menu driven program introd's many facts & formulas used in everyday life; allows applic of knowledge gained.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Aquarius Publish's \$14.95

MISCELLANEOUS: Basic Skills

PRESCHOOL IQ BUILDER (Skills pract)
 21)Subj/Topic: Basic Skills **Grades:** K-1
Description: Pract discriminating between 2 forms & match'g lettrs on screen & keybd; Apple & Atari disk versions \$23.95.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET 8K;others 16K
Sce: Program Design Inc \$16.95
Rev's: CC 5/79; MJ V3#1; JRM V1(0)

ROBOT (Skills pract)
 22)Subj/Topic: Basic Skills **Grades:** K-2
Description: Student must identify the body parts missing from pictured robots.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$20

SAME OR DIFFERENT (Skills pract)
 23)Subj/Topic: Basic Skills **Grades:** K-2
Description: Two non-geometric figures are shown; student tells whether they are the same or different.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$10

SHAPE RECOGNITION (Skills pract)
 24)Subj/Topic: Basic Skills **Grades:** K-2
Description: A shape is displayed; the pupil must tell which of three other shapes match the first one.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$20

POS 'N SPACE (Skills pract)
 25)Subj/Topic: Basic Skills **Grades:** K-2
Description: Child moves objects displayed on screen from keyboard; develops spatial relation skills.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Project COMCAL \$20

COMPUTER PALLETTE (Rote drill)
 26)Subj/Topic: Basic Skills **Grades:** K-1
Description: Hand-eye coordination exercise; pupil uses joystick to create a colored design; saves, displays pictures.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K + disk
Sce: Edutek Corp. \$25

COOPERATION MAZE (Skills pract)
 27)Subj/Topic: Basic Skills **Grades:** K-1
Description: Hand-eye coordination exercise; two students cooperate to move an object through a maze.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K + disk
Sce: Edutek Corp. \$20
Rev's: SMW W82(+)

PATTERN RECOGNITION (Skills pract)
 28)Subj/Topic: Basic Skills **Grades:** K-2
Description: Child must choose the different object; right-left discrimination.
Syst(s): Apple TRSCol
Lang/Min Hdwre: BASIC; 16K, disk & tape
Sce: J.B. Hirsch \$20

† This is a new entry in THE SOFTWARE FINDER. ** See Intro. and Sect. II-3.

MISCELLANEOUS: Basic Skills (CONT)

ANIMALS

(Educ'l game)

1)Subj/Topic: Basic Skills Grades: 1-9
Description: Student "teaches" computer how to guess animals based on characteristics; learns principles of classification.
Syst(s): PET TRS-80
Lang/Min Hdwre: BASIC; 8K PET/16KTRS+tape
Sce: Micro Learningware \$7.95

MAZEMAKER

(Educ'l game)

2)Subj/Topic: Basic Skills Grades: 3-6
Description: Student steers cursor thru a maze using control keys; mazes are random but have unique solution; on disk \$15.
Syst(s): Apple Atari TRS-80
Lang/Min Hdwre: BASIC; 16K;TRS+t,Ap/At+d
Sce: Cybernetic Info \$10

MEMORY MYTH

(Skills pract)

3)Subj/Topic: Basic Skills Grades: 5-12
Description: Exercises to develop memory skills; variables include image size, ordering and time.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Micro Power & Light \$19.95

PERCEPTION 3.0

(Skills pract)

4)Subj/Topic: Basic Skills Grades: 6-12
Description: Tests,gives practice in discrimination'g among shape sizes, in estimat'g line lengths & observ'g displayed objects.
Syst(s): Apple
Lang/Min Hdwre: Machine; 48K + disk
Sce: Edu-Ware Services \$24.95
Rev's: MJ W81(0)

PHYSICAL EDUCATION



CHAMPS

(Teacher aid)

5)Subj/Topic: Physical Educ'n Grades: 6-14
Description: Designed for secondary & college football scouting analysis on offensive data; 10 manuals, printer needed.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 48K ModI/III+disk
Sce: Radio Shack \$149.95

SCIENCE



CONVERSIONS

(Computl tool)

6)Subj/Topic: General Grades: 6-12
Description: Gives over 50 combinations of length, weight, and temperature; Angstroms, light-years, and Kelvin included.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
Sce: Athena Software \$6.95

DATA ANALYSIS SERIES

(Computl tool)

7)Subj/Topic: General Grades: 7-12
Description: 3 graphing programs; 40 X 60 points, automatic scaling; second program will plot up to 4 data sets on same grid.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 8KPET/16KAP +tape
Sce: Merlan Scientific \$24

MICRO-DYNAMO

(Lang proces'r)

8)Subj/Topic: General Grades: 8-12
Description: Students may describe models of real-world situations to computer for simulation; no programming exper required.
Syst(s): Apple
Lang/Min Hdwre: Machine; 64K+2dsk,PASC crd
Sce: Addison-Wesley \$245
Rev's: CC 11/82(+)

PAL STARTER-SET

(Computl tool)

9)Subj/Topic: General Grades: 9-12
Description: 10 experiments using light & temperature sensors; intros lab interfacing; price includes PAL(tm) interface.
Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K + DOS 3.3,PAL
Sce: Cambridge Dev Labs \$199

SCIENTIFIC NOTATION

(Educ'l game)

10)Subj/Topic: General Grades: 9-14
Description: Timed pract;student changes fr/ scient'c to st'd notation or vice versa; immed feedback;perf rept;disk \$18.95.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$15.95 [pk132,2p]**

GRAPHICAL ANALY'S EXP DATA

(Computl tool)

11)Subj/Topic: General Grades: 9-12
Description: (26-1722) Graphs user's exper data, modifies it,analyzes it for best fit & projects it.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Radio Shack \$39.95

STATISTICS

(Computl tool)

12)Subj/Topic: General Grades: 9-12
Description: Augments student data to allow 100-trial histogram; plots histogram, then adds 500 trials for analysis.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: EduTech \$85

LAB STATISTICS PACKAGE

(Concept demo)

13)Subj/Topic: General Grades: 9-12
Description: Helps students understand how to use experimental results scientifically. Graphics, statistical calculation.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: High Tech Soft Prd \$50

SUN HEAT 1

(Simulation)

14)Subj/Topic: General Grades: 9-12
Description: Configure & evaluate solar hot water heat'g syst's with local values (solar,temp,cloudiness); also on disk.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 32K ModI/III+tape
Sce: Solartek \$29

GRAPHICAL ANALYSIS

(Computl tool)

15)Subj/Topic: General Grades: 9-12
Description: Draws complete, labeled, hi-res graphs; graphs can then be modified; data tables may be saved.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Vernier Software \$24.95

FREQTAB

(Computl tool)

16)Subj/Topic:General Grades: 10-12
Description: Constructs a frequency table; plots a line graph for any set of data; separate textbook.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$60 [pk65,4p]**

STATNEAS

(Computl tool)

17)Subj/Topic:General Grades: 10-12
Description: Places data in order, calculates location and dispersion measures; separate textbook available.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$60 [pk65,4p]**

GROUP

(Computl tool)

18)Subj/Topic:General Grades: 10-12
Description: Calculates grouped mean, variance & standard deviation of a data set; separate textbook available.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$60 [pk65,4p]**

FREQDIST

(Computl tool)

19)Subj/Topic:General Grades: 10-12
Description: Constructs a frequency distribution and histogram for any data set; separate textbook available.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$60 [pk65,4p]**

SCIENTIFIC PLOTTER

(Computl tool)

20)Subj/Topic:General Grades: 10-12
Description: Makes hi-res graphs from keyboard/disk file/subroutine data;4 quadrants;flexible scal'g;user specif'd label.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + tape
Sce: Compuware \$24.95

CURVE FITTER

(Computl tool)

21)Subj/Topic:General Grades: 10-12
Description: Makes curves from keyboard/disk file/analog data; 3 ea least sq's interpol'n methods; projects values.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + tape
Sce: Compuware \$34.95

EXPONENTIAL STEP

(Computl tool)

22)Subj/Topic:General Grades: 10-12
Description: Graphs variation of any entity which grows/decays exponentially, eg, population, 1st order chem reactions, etc.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap32K+d; PET8K+t
Sce: Longman Group \$ n/av [pk33,5p]**

TEMP

(Computl tool)

23)Subj/Topic:General Grades: 10-14
Description: Collects, stores, retrieves, & plots temp data;user-defined parameters; needs exper interface, temp sensor.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Cambridge Dev Labs \$60

GRAPHICAL ANALYSIS

(Computl tool)

24)Subj/Topic:General Grades: 10-12
Description: Sci'tfc graphing tool; fits data to curve or linear plot; mixed case labels; numerical manipulations & overlay.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk drive
Sce: Digipac Comp Cnslt \$23.95

SCIENCE: Basic Skills

BASIC ELECTRICITY

(Tutorial)

25)Subj/Topic: Basic Skills Grades: 2-8
Description: Lesson, puzzle, quiz & demo on current flow & open, closed & short circuits; extensive use of graphics.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Ideatech \$21.45

TWORD RACE: AMER THEME/SCI

(Educ'l game)

26)Subj/Topic: Basic Skills Grades: 2-7
Description: 8 students work simultaneously to solve science material; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d
Sce: Eudupro \$19.95

ANIMAL

(Concept demo)

27)Subj/Topic: Basic Skills Grades: 4-8
Description: User "teaches" computer how to distinguish between animals; student learns to classify by characteristics.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Compuware \$11.95 [pk28,5p]**

METRIC TREK

(Educ'l game)

28)Subj/Topic: Basic Skills Grades: 4-12
Description: Space game; shooting, sound, timed scores, metric estimates, multi-player, selectable difficulty.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K + tape
Sce: Meta-Designed Soft \$9.95

SIMPLE MACHINES

(Tutorial)

29)Subj/Topic: Basic Skills Grades: 5-9
Description: Intros 6 simple machines (lever,pulley,etc.),gives sample applic., gives exer's, review, & mastery quiz.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Micro Power & Light \$29.95

SCIENCE: Basic Skills (CONT)**APPROXIMATE MEASUREMENT 1 (Tutorial)**

1)Subj/Topic: Basic Skills Grades: 5-12
Description: Student learns that a measurement is reported based on the precision of one's measuring tool; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk19,2p]**

APPROXIMATE MEASUREMENT 2 (Tutorial)

2)Subj/Topic: Basic Skills Grades: 6-12
Description: Given a ruler with markings, student creates the longest & shortest segment - 2 inches; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk20,2p]**

METRIC (Rote drill)

3)Subj/Topic: Basic Skills Grades: 7-12
Description: Drill on SI units of mass, length & volume; reports student performance.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
Sce: Prog's for Learn'g \$150 [pk104,12p]**
Rev's: PM Sp80(+); JCMST W81(+)

SYSTEM (Rote drill)

4)Subj/Topic: Basic Skills Grades: 7-12
Description: Drill on metric units of length, mass & volume; questions followed by immediate reinforcement.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 8K PET,16K Ap/TRS
Sce: Prog's for Learn'g \$150 [pk105,11p]**
Rev's: JCMST W81(+)

EXPO (Tutorial)

5)Subj/Topic: Basic Skills Grades: 7-12
Description: Tutorial exercise explaining exponential notation; reports student performance.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
Sce: Prog's for Learn'g \$150 [pk104,12p]**
Rev's: PM Sp80(+); JCMST W81(+)

PERCENT ERROR (Tutorial)

6)Subj/Topic: Basic Skills Grades: 7-12
Description: Instr'n, practice in identifying experim'l & accepted values & in calculating per cent error; Mod3 vers \$78.50.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: TYC Software \$68.50 [pk82,12p]**

MEASURES DRILL & PRACTICE (Skills pract)

7)Subj/Topic: Basic Skills Grades: 7-10
Description: Drill & practice on metric & English systems; conversion between units of distance, wgt, & dry/liquid measures.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Mic'comp Soft Sys \$25

METRIC QUIZ (Test genrat)

8)Subj/Topic: Basic Skills Grades: 7-12
Description: 30-item test on metric prefixes, conversions, significant figures & scientific notation; can change questions.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Micro Learningware \$7.95

+TEAM WORK:WRLD AR US,SCINC (Educ'l game)

9)Subj/Topic: Basic Skills Grades: 7-12
Description: 2 teams of 4 students together solve science problems; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d;padls
Sce: Edupro \$19.95

WHAT'S THE SCORE? (Tutorial)

10)Subj/Topic: Basic Skills Grades: 6-12
Description: Instruction & practice on statistical measures, distributions, histograms & curves.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Micro Power & Light \$29.95

INTERP (Simulation)

11)Subj/Topic: Basic Skills Grades: 10-12

Description: Student explores science' use of models with emphasis on the wave theory of light.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; P8K+t;Ap/TRS32K+d
Sce: Conduit \$35

SCIENCE: Astronomy**THE SOLAR SYSTEM (Tutorial)**

12)Subj/Topic: Astronomy Grades: 1-2
Description: Intros basic concepts about planets, sun, moon & stars; drills on concepts; has game reinforcer; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K + disk
Sce: Right On Programs \$13

URSA (Tutorial)

13)Subj/Topic: Astronomy Grades: 5-6
Description: Intros 5 major constellations around North Star, shows their positions at any time, explains timekeeping by stars.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Constrt \$30 [pk36,6p]**

+ASTRONOMY-SOLAR SYS VOYAGE (Tutorial)

14)Subj/Topic: Astronomy Grades: 5-9
Description: Introduction to astronomy; covers planets, stars, galaxies; quizzes; graphics; grading & teacher guide.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$30

+BIG DIPPER (Concept demo)

15)Subj/Topic: Astronomy Grades: 6-12
Description: Shows Polaris & 7 stars in Big Dipper; dipper can be made to rotate about Polaris; right date/time shown; d\$15.
Syst(s): Apple Atari TRS-80
Lang/Min Hdwre: BASIC; TRS+t;others+disk
Sce: Cybernetic Info \$10

CONSTELLATIONS (Tutorial)

16)Subj/Topic: Astronomy Grades: 7-12
Description: Intros 8 constellations; accurate picture, highlight'g major star; can teach or test; series of 4 programs @ \$15.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Comalдор \$20

TELLSTAR LEVEL I (Data retr'val)

17)Subj/Topic: Astronomy Grades: 7-12
Description: Locates, identifies & describes stellar objects visible in N. Hemisphere; hi-res displays, 9 directions.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Info Unlimited Sft \$39.95
Rev's: SMW W82(+); ET 6/82(+); JRM V1(+)

ASTRONOMY II-CONSTELLATIONS (Rote drill)

18)Subj/Topic: Astronomy Grades: 7-12
Description: Shows 24 constellations to study & identify; has scored test w/ remedial feedback; in 3-prg ser's (ser pr\$90).
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Educat'l Courseware \$36

ASTRONOMY I (Tutorial)

19)Subj/Topic: Astronomy Grades: 7-12
Description: Intro to identifi of constellations & location of heavenly bodies; in 3-prg series; series price \$90.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk,Applesoft
Sce: Educat'l Courseware \$36

CONSTELLATIONS (Tutorial)

20)Subj/Topic: Astronomy Grades: 7-12
Description: Brief background. Twelve labelled constellations appear. Drill session follows using cursor movement.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Comm*Data Comp Hse \$9.95

MOON RISE/SET (Concept demo)

21)Subj/Topic: Astronomy Grades: 7-9
Description: Calculates the time of moon rise and moon set based on the location, time and zone.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Micro Learningware \$7.95

ASTRONOMY HANDBOOK II (Computl tool)

22)Subj/Topic: Astronomy Grades: 7-9
Description: Provides positional information on the sun, moon & planets. Applicable to locations in U.S. and Canada.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Micro Learningware \$7.95

+THE PLANETS (Tutorial)

23)Subj/Topic: Astronomy Grades: 7-10
Description: Introduction to the planets; take a fascinating voyage; learn basic facts & vocabulary; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; AP32K+d,TRS 16K+t
Sce: Aquarius Publish's \$24.95

+ASTRONOMY - PLANETS (Simulation)

24)Subj/Topic: Astronomy Grades: 7-12
Description: Simulation of our solar system; study orbiting, distances, speeds Kepler's Laws, conjunction, opposition & more.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Educat'l Courseware \$36

+PLANET FINDER (Computl tool)

25)Subj/Topic: Astronomy Grades: 8-12
Description: Calculates all planet positions for any date after 1900; also gives orbital elem's, detailed & visual data.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Basics & Beyond \$24.95 [pk15,20p]**

+SOLAR SYSTEM (Tutorial)

26)Subj/Topic: Astronomy Grades: 9-12
Description: Five programs about the contents of the solar system on ninth grade level.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Cross Educat'l Soft \$30

+STELLAR (Tutorial)

27)Subj/Topic: Astronomy Grades: 9-12
Description: 8 programs about the origin and end of elements, stars, and the universe.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Cross Educat'l Soft \$30
Rev's: IW V4#11(+)

STAR 80 (Computl tool)

28)Subj/Topic: Astronomy Grades: 9-12
Description: Contains over 420 stars, nebulae, & galaxies. Sky will be drawn for any given date and time of day.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Micro Learningware \$7.95

+STARWARE (Computl tool)

29)Subj/Topic: Astronomy Grades: 9-14
Description: 900 star coordinates locate all constellations in both hemispheres; info in longitude, latitude & time zone.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 46K + disk
Sce: Atari Prog Exchnng \$22.95

+SOLAR SYSTEM (Tutorial)

30)Subj/Topic: Astronomy Grades: 9-12
Description: Student studies astronomy & solar system with set of 10 high res color drawings.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Versa Computing \$39.95

† This is a new entry in THE SOFTWARE FINDER.

* TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.

SCIENCE: Astronomy (CONT)

THREE-BODY ORBITS (Simulation)
 1)Subj/Topic: Astronomy Grades: 10-12
Description: Plots the true orbits of any three gravitationally interacting bodies; 4 programs.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
Sce: EduTech \$85

ASTRONOMY QUIZ (Rote drill)
 2)Subj/Topic: Astronomy Grades: 9-12
Description: Drill to aid study of astronomy; table of planets provided; incorrect answers reviewed.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Comp Lrg Ctr Child \$12.95

SCIENCE: Biology

OUR BODIES (Tutorial)
 3)Subj/Topic: Biology Grades: 1-3
Description: Simple approach to different body sys'ts, what they do & to hygiene; game to check recall; disk version \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: Right On Programs \$13

AQUARIUM (Educ'l game)
 4)Subj/Topic: Biology Grades: 1-9
Description: Simulation of a community aquarium containing five kinds of fish that interact.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Cross Educat'l Soft \$25

DINOSAURS (Educ'l game)
 5)Subj/Topic: Biology Grades: 1-12
Description: 5 games for a variety of age levels; in Hangman the dinosaur's name must be spelled before it reaches you.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3, Aplsf
Sce: Cross Educat'l Soft \$15

PLANTS AND HOW THEY GROW (Tutorial)
 6)Subj/Topic: Biology Grades: 2-3
Description: Intro to plants; what parts do & how seed carried to reproduce; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d; PET8K+t
Sce: Right On Programs \$13

INSECTS (Tutorial)
 7)Subj/Topic: Biology Grades: 3-5
Description: Gives background information about insects; incl quest's to check recall; good intro for research; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: Right On Programs \$13

CELLS (Tutorial)
 8)Subj/Topic: Biology Grades: 3-9
Description: Basic cell structure & cell division are explained using animated computer graphics; also on disk.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Educat'l Activit's \$39
Rev's: BR V1#2(-)

PROGMASTER (Educ'l game)
 9)Subj/Topic: Biology Grades: 4-12
Description: For 1 to 4 players; learn how to use conditioning to train animals, turn inept tadpoles to scorers; joysticks.
Syst(s): Atari
Lang/Min Hdware: BASIC; 24K + disk
Sce: Atari Prog Exchg \$22.95

CIRCULATION - SYSTEM (Tutorial)
 10)Subj/Topic: Biology Grades: 5-11
Description: Instruction & questions on the pulmonary & systemic circulatory systems; uses animated color graphics.

Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Micro Power & Light \$29.95
Rev's: CC 10/80(0)

ODELL LAKE (Simulation)
 11)Subj/Topic: Biology Grades: 5-10
Description: Student takes the role of a fish trying to survive in this food web simulation.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Constrt \$30 [pk36,6p]**
Rev's: JCR V1#1(+); JRM V1(+); TCT 2/82(+)

CIRCULATION (Tutorial)
 12)Subj/Topic: Biology Grades: 5-8
Description: Teaches, demonstrates, qz'es on circulatory system of fish; color grafx show blood cell mov'g to body parts(MECC).
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+d; BASIC crtdg
Sce: Minn Ed Comp Constrt \$30 [pk113,3p]**

ODELL LAKE (Educ'l game)
 13)Subj/Topic: Biology Grades: 5-8
Description: Simulates food web in lake; student plays fish, takes action to survive encounters w/ other organisms (from MECC).
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+d; BASIC crtdg
Sce: Minn Ed Comp Constrt \$30 [pk113,3p]**
Rev's: JRM V1(+); PM W81(+) on earlier App vers

ODELL WOODS (Simulation)
 14)Subj/Topic: Biology Grades: 5-8
Description: Students play one of 4 animals found in no. U.S., make decisions to learn what's req'd to survive (from MECC).
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+d; BASIC crtdg
Sce: Minn Ed Comp Constrt \$30 [pk113,3p]**
Rev's: JRM V1(+) (on earlier Apple vers)

ODELL WOODS (Simulation)
 15)Subj/Topic: Biology Grades: 5-10
Description: A food web simulation involving animals found in northern Minnesota.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Constrt \$30 [pk36,6p]**
Rev's: PM W81(0); JRM V1(+)

THE HUMAN BODY-AN OVERVIEW (Tutorial)
 16)Subj/Topic: Biology Grades: 5-12
Description: See your body in new dimension, fascinating systems of human body come alive with animated graphics.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K; Ap+d; PET+tord
Sce: Brain Bank \$90
Rev's: IW 2/1/82(+); ET 8/82(-); MR 11/82

THE HUMAN SKELETON (Tutorial)
 17)Subj/Topic: Biology Grades: 5-12
Description: Study what a bone is, major skeletal bones, joints, ligament & cartilage; review test included.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K; Ap+d; PET+tord
Sce: Brain Bank \$70

CHROMY BUG (Skills pract)
 18)Subj/Topic: Biology Grades: 6-9
Description: Students determine gene traits for parent bugs & use dominance rules to determine offspring gene traits.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: T.I.E.S. \$49.95 [pk121,2p]**

BLOOD TYPING (Skills pract)
 19)Subj/Topic: Biology Grades: 6-9
Description: Students identify blood types of baby bugs based on gene combinations of parent chromy bugs.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk
Sce: T.I.E.S. \$49.95 [pk121,2p]**

MALARIA (Simulation)
 20)Subj/Topic: Biology Grades: 7-12
Description: The student explores the economic, social & ecological implications of various types of malaria epidemic ctrl.

Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; Ap48K+disk; TRS16K
Sce: Compuware \$24.95 [pk44,4p]**
Rev's: CC V6#10; SMW Su82(+); TCT 12/81(0)

HEART LAB (Simulation)
 21)Subj/Topic: Biology Grades: 7-12
Description: Animated graphics are used to produce simulation model of functioning human heart; disk version \$29.95.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Educat'l Activit's \$24.95
Rev's: CRC V1#1(0)

BIOLOGY I (Tutorial)
 22)Subj/Topic: Biology Grades: 7-12
Description: Intro includes scientific methods, classification, natural selection and adaptation; guide included.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Adrian Vance \$40

BIOLOGY - ENERGY & LIFE (Tutorial)
 23)Subj/Topic: Biology Grades: 7-13
Description: Dev'lps basic knowldg in energy sources & pyramids, chem. pathways, & aerobic & anaerobic respir'n; backup \$50.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3
Sce: Encyclopedia Britt \$133

BIOLOGY - THE CELL (Tutorial)
 24)Subj/Topic: Biology Grades: 7-13
Description: Dev. skills in cell biol & organization, organelles, macromolecules of the cell, & viruses; backup \$50.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K, 3.3 DOS
Sce: Encyclopedia Britt \$133

STERIL - PEST CONTROL (Simulation)
 25)Subj/Topic: Biology Grades: 8-12
Description: Student compares the release of sterile males & pesticides for controlling flies; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk1,6p]**

POP-POPUL'N GROWTH MODELS (Simulation)
 26)Subj/Topic: Biology Grades: 8-12
Description: Students explore 3 mathematical models of population growth; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk1,6p]**

STERIL2 - PEST CONTROL (Simulation)
 27)Subj/Topic: Biology Grades: 8-12
Description: The student compares the costs of pesticides & release of sterile males for fly control; from Huntington II.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk1,6p]**

PHOSYN- PHOTOSYNTHESIS (Simulation)
 28)Subj/Topic: Biology Grades: 8-11
Description: Student investigates the effects on photosynthesis of varying CO2 concentration & light intensity.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk2,6p]**

THE HUMAN ADVENTURE (Educ'l game)
 29)Subj/Topic: Biology Grades: 8-12
Description: User controls tiny craft thru body systems; explore/game modes (later to find/kill cancer); CAT-scan graphx.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Med Systems Softwe \$14.95
Rev's: S-80 9/80(0); PM W81(+)

SCIENCE: Biology (CONT)

POP (Simulation)
 1)Subj/Topic: Biology Grades: 9-12
Description: Enables exploration of 3 mathematical models of population growth, 4 graphs on screen at same time.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: N.C.C.C.D. \$5
Rev's: SMW Su81(0)

COMPETE (Simulation)
 2)Subj/Topic: Biology Grades: 9-12
Description: Student may explore interactions between real and hypothetical flowering plants.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; P8K+t;Ap/TRS32K+d
Sce: Conduit \$35

TRIBBLES (Tutorial)
 3)Subj/Topic: Biology Grades: 9-12
Description: Tutorial on the scientific method; simulates data for observation and hypothesis testing.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2.1
Sce: Conduit \$35
Rev's: JCR V1#1(+); CR 10/82(-)

INHERITANCE (Simulation)
 4)Subj/Topic: Biology Grades: 9-12
Description: Student explores inheritance of characteristics (incl multifactorial) in fruit flies, mice, and humans.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2.1
Sce: Conduit \$95 [pk99,7p]**

TRANSPIRATION (Simulation)
 5)Subj/Topic: Biology Grades: 9-12
Description: Student explores water loss in leaves.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2.1
Sce: Conduit \$95 [pk99,7p]**

PREDATOR-PREY RELATIONSHIPS (Simulation)
 6)Subj/Topic: Biology Grades: 9-12
Description: Student explores interspecies relationships in ecosystems.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2.1
Sce: Conduit \$95 [pk99,7p]**

POND ECOLOGY (Simulation)
 7)Subj/Topic: Biology Grades: 9-12
Description: Student explores a freshwater community containing 3 trophic levels: phytoplankton, herbivores & fish.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2.1
Sce: Conduit \$95 [pk99,7p]**

HUMAN ENERGY EXPENDITURE (Data retr'val)
 8)Subj/Topic: Biology Grades: 9-12
Description: Student explores human energy req'ts in relation to activity, sex and body mass; data for 72 activities.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2.1
Sce: Conduit \$95 [pk99,7p]**

COUNTERCURRENT SYSTEMS (Simulation)
 9)Subj/Topic: Biology Grades: 9-12
Description: Student explores exchange & multiplier systems in animal bodies.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2.1
Sce: Conduit \$95 [pk99,7p]**

STATISTICS FOR BIOLOGY (Computl tool)
 10)Subj/Topic: Biology Grades: 9-12
Description: Computes mean, standard deviation and chi-square for introductory biology students.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2.1
Sce: Conduit \$95 [pk99,7p]**

TAG-MEASUR'G WILDLIFE POP (Simulation)
 11)Subj/Topic: Biology Grades: 9-12
Description: Student explores the use of tagging & recovery to measure the size of

wildlife populations; from Huntington II.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk2,6p]**

%GENEL - TRAIT INHERITANCE (Simulation)
 12)Subj/Topic: Biology Grades: 9-12
Description: Simulates trait inheritance according to the Mendelian model.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk2,6p]**

POP (Simulation)
 13)Subj/Topic: Biology Grades: 9-12
Description: Student investigates three population growth models: exponential, logistical & logistical with low density.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; Ap48K+disk;othrl6K
Sce: Compuware \$24.95 [pk69,4p]**
Rev's: CC 5/81; PM F79; MJ V3#2(+)

GENETICS (Skills pract)
 14)Subj/Topic: Biology Grades: 9-12
Description: Displays family tree with traits marked; student tells which are dominant, recessive, sex-linked; gives help.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K+tape,CB2 sound
Sce: Micrcomp Workshops \$20

DIFFUSION (Tutorial)
 15)Subj/Topic: Biology Grades: 9-12
Description: Defines & graphically demonstrates diffusion, concentration, gradient & final concentration.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K;Ap+d, others t
Sce: Micrcomp Workshops \$20

ANATOMY QZ-MUSCLES OF HEAD (Rote drill)
 16)Subj/Topic: Biology Grades: 9-12
Description: Drills the student in human anatomy facts using 3 question formats; each \$19.95; useful thru medical school.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: Profes Comp Sys'ts \$19.95

%ORDERIDENT (Tutorial)
 17)Subj/Topic: Biology Grades: 9-12
Description: Interactive program to identify any North American insect to one of 26 orders in the class Insecta.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+disk, Applesoft
Sce: Educatl Computing \$46.45

COEXIST (Simulation)
 18)Subj/Topic: Biology Grades: 9-12
Description: Simulation of organisms competing with members of their own species; with another population; req's disk.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; Ap48K/PET8K/TRS32
Sce: Conduit \$35

THE PHYSIOLOGY OF SLEEP (Computl tool)
 19)Subj/Topic: Biology Grades: 9-12
Description: Heart & breathing rates of sleeping subject measured (sensor included); results compared to waking values.
Syst(s): Apple
Lang/Min Hdwre: FORTH; 48K + DOS 3.3
Sce: Human Relations Med \$199 [pk124,10p]**

APPLICATIONS TO PSYCHOLOGY (Computl tool)
 20)Subj/Topic: Biology Grades: 9-12
Description: Several topics explored including biofeedback, conditioning, & perception; sensors included.
Syst(s): Apple
Lang/Min Hdwre: FORTH; 48K + DOS 3.3
Sce: Human Relations Med \$199 [pk124,10p]**

CREATE-A-TEST BIOLOGY QUES (Test genrat)
 21)Subj/Topic: Biology Grades: 9-12
Description: Over 400 quest'ns on cellular struct, physiology, etc; diffusion & osmosis, plant photosynth, gas exch, ecol role.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Cross Educatl Soft \$49.95

†CALIBRATION (Computl tool)
 22)Subj/Topic: Biology Grades: 9-12
Description: Temp & timing functions are calibrated against standards; requires accurate stopwatch, fever & lab thermomet's.
Syst(s): Apple
Lang/Min Hdwre: FORTH; 48K + DOS 3.3
Sce: Human Relations Med \$199 [pk124,10p]**

†TEMPERATURE MEASUREMENTS (Computl tool)
 23)Subj/Topic: Biology Grades: 9-12
Description: Temp probe (included) senses body & skin temperatures; special software uses input to plot breathing rate history.
Syst(s): Apple
Lang/Min Hdwre: FORTH; 48K + DOS 3.3
Sce: Human Relations Med \$199 [pk124,10p]**

†HEART RATE MEASUREMENTS (Computl tool)
 24)Subj/Topic: Biology Grades: 9-12
Description: Exper. uses light & sensor (incl'd) to measure heart rate by detecting variations in amt of light thru tissues.
Syst(s): Apple
Lang/Min Hdwre: FORTH; 48K + DOS 3.3
Sce: Human Relations Med \$199 [pk124,10p]**

†REACTION-TIME MEASUREMENTS (Computl tool)
 25)Subj/Topic: Biology Grades: 9-12
Description: Meas react'n times w/ bright light stimulus (sensor included); rein-forces need for repetitive measurements.
Syst(s): Apple
Lang/Min Hdwre: FORTH; 48K + DOS 3.3
Sce: Human Relations Med \$199 [pk124,10p]**

†HOMEOSTASIS (Computl tool)
 26)Subj/Topic: Biology Grades: 9-12
Description: Exper. w/ body's ability to maintain constant internal temp as external temp changes; sensor included.
Syst(s): Apple
Lang/Min Hdwre: FORTH; 48K + DOS 3.3
Sce: Human Relations Med \$199 [pk124,10p]**

†REACTION-TIME INVESTIG'NS (Computl tool)
 27)Subj/Topic: Biology Grades: 9-12
Description: Effect on reaction times of stimulus type & response location studied; speeds of band, foot & facial muscles.
Syst(s): Apple
Lang/Min Hdwre: FORTH; 48K + DOS 3.3
Sce: Human Relations Med \$199 [pk124,10p]**

†THE PHYSIOLOGY OF EXERCISE (Computl tool)
 28)Subj/Topic: Biology Grades: 9-12
Description: The effect of exercise & physical condition on heart rate, breath'g rate, & skin temperature is investigated.
Syst(s): Apple
Lang/Min Hdwre: FORTH; 48K + DOS 3.3
Sce: Human Relations Med \$199 [pk124,10p]**

†THE PHYSIOLOGY OF STRESS (Computl tool)
 29)Subj/Topic: Biology Grades: 9-12
Description: Physiological response to stress of frustrating & abusive quizzes measured.
Syst(s): Apple
Lang/Min Hdwre: FORTH; 48K + DOS 3.3
Sce: Human Relations Med \$199 [pk124,10p]**

†ANATOMY I (Rote drill)
 30)Subj/Topic: Biology Grades: 9-12
Description: Drill in circulation, skeletal, respiratory, nervous, etc systems; high res color drawings.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Versa Computing \$39.95

†LOCOMOTION (Tutorial)
 31)Subj/Topic: Biology Grades: 9-13
Description: Students review function of bones, muscles & types; record keeping; 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

SCIENCE: Biology (CONT)

†BIOCHEMISTRY (Tutorial)
 1)Subj/Topic: Biology Grades: 9-13
Description: Stud't review & learn basic atomic structure, balancing equations & properties of proteins & carbohydrates; \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

†DIGESTION (Tutorial)
 2)Subj/Topic: Biology Grades: 9-13
Description: Students quest'nd on nutrients, digestion in simple organisms & humans; keeps records; 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

†ENDOCRINE SYSTEM (Tutorial)
 3)Subj/Topic: Biology Grades: 9-13
Description: Students questioned on hormones, effects & problems; keeps records 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

†EXCRETION (Tutorial)
 4)Subj/Topic: Biology Grades: 9-13
Description: Reviews metabolic wastes, waste removal, kidney function; keeps records; 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

†ASEXUAL REPRODUCTION (Tutorial)
 5)Subj/Topic: Biology Grades: 9-13
Description: Reviews cell division; emphasis on mitosis & meiosis, simple organism repro; keeps records, 15 prog set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

†TRANSPORT (Tutorial)
 6)Subj/Topic: Biology Grades: 9-13
Description: Reviews blood & lymph syst, blood cells & types; keeps records; 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

†RESPIRATION (Tutorial)
 7)Subj/Topic: Biology Grades: 9-13
Description: Reviews cellular respir'n, structures & chemical process; keeps records, 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

†REPRODUCTION PLANTS (Tutorial)
 8)Subj/Topic: Biology Grades: 9-13
Description: Reviews asexual & sexual reproduction in plants; flower emphasized; keeps records, 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

†ANIMAL REPRODUCTION (Tutorial)
 9)Subj/Topic: Biology Grades: 9-13
Description: Reviews sperm development, egg & fertilized egg; keeps records, 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

†CLASSIFICATION (Tutorial)
 10)Subj/Topic: Biology Grades: 9-13
Description: Students review & learn or-

ganization of living things, keeps records 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

†PHOTOSYNTHESIS & TRANSPORT (Tutorial)
 11)Subj/Topic: Biology Grades: 9-13
Description: Students review & learn photosynthesis & transport in plants; keeps records, 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82; JRM V1(+)

†NERVOUS SYSTEM (Tutorial)
 12)Subj/Topic: Biology Grades: 9-13
Description: Student learns about nerves, reflexes, chemical transfer of impulses; keeps records; 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82

†CELLS (Tutorial)
 13)Subj/Topic: Biology Grades: 9-13
Description: Students review & learn info on cell theory, structure; keeps records; 15 program set \$250.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+disk
Sce: J & S Software \$28
Rev's: MR 82; SMW Su82(+)

PROFILE (Simulation)
 14)Subj/Topic: Biology Grades: 10-12
Description: Models age and sex distribution for stable & unstable populations; student may use sample or own population.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$50

POPULATION SIZES (Simulation)
 15)Subj/Topic: Biology Grades: 10-12
Description: Simulates a dynamic population; graphs arithmetic or geometrical growth; 6 carrying capacity options.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$50 [pk66,2p]**
Rev's: JRM V1(0)

ALLOMETRY (Simulation)
 16)Subj/Topic: Biology Grades: 10-12
Description: Simulates change in body shape with age; compares up to five organs.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$50 [pk66,2p]**

INTERACTIONS (Simulation)
 17)Subj/Topic: Biology Grades: 10-12
Description: Models interactions among up to five competitor/prey/predator populations.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$50

POPULATE (Simulation)
 18)Subj/Topic: Biology Grades: 10-12
Description: Enables user to investigate the characteristics of a dynamic population using U.S. or other statistics.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: COMPRESS \$65 [pk23,4p]**

GENIE (Simulation)
 19)Subj/Topic: Biology Grades: 10-12
Description: Student explores phenomena incl dominance, lethality, linkage; up to 3 traits, 5 alleles, any dominance combo.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: COMPRESS \$60

EVOLUTION (Simulation)
 20)Subj/Topic: Biology Grades: 10-12
Description: Student explores the effects of various factors on allele frequency changes using Hardy-Weinberg model.

Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: COMPRESS \$80

MAGIC FLAG (Concept demo)
 21)Subj/Topic: Biology Grades: 10-12
Description: Illustrates entropy by means of flag whose spots change color as a result of interacting with surroundings.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: COMPRESS \$25

LINKOVER (Simulation)
 22)Subj/Topic: Biology Grades: 10-12
Description: User may do genetic mapping experiments with emphasis on linkage and crossover.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; P8K+t; Ap/TRS32K+d
Sce: Conduit \$35

EVOLUT (Simulation)
 23)Subj/Topic: Biology Grades: 10-12
Description: Student investigates factors involved in evolution by inherited variations.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; P8K+t; Ap/TRS32K+d
Sce: Conduit \$35
Rev's: JRM V1(0)

%HARDY-POPULATION GENETICS (Simulation)
 24)Subj/Topic: Biology Grades: 10-12
Description: Leads a student through the formulation of the Hardy-Weinberg principle of population genetics.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk2,6p]**

%LOCKEY- ENZYME SPECIFICITY (Simulation)
 25)Subj/Topic: Biology Grades: 10-12
Description: Student investigates the biochemical lock & key model of enzyme specificity; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk2,6p]**

DIBYBRID (Simulation)
 26)Subj/Topic: Biology Grades: 10-12
Description: Experiment involving a dihybrid cross & exhibiting independent assortment; demos Mendel's orig exp on peas.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap32K+d; PET8K+t
Sce: Longman Group \$ n/av [pk34,3p]**

CHROMOSOME (Simulation)
 27)Subj/Topic: Biology Grades: 10-12
Description: Simulates wide variety of Drosophila crosses; data is pictorial & indistinguishable from actual experiments.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap32K+d; PET8K+t
Sce: Longman Group \$ n/av [pk34,3p]**

NATURAL SELECTION (Simulation)
 28)Subj/Topic: Biology Grades: 10-12
Description: Student explores changes in proportions of peppered moth types resulting from aerial pollution; uses graphics.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap32K+d; PET8K+t
Sce: Longman Group \$ n/av [pk35,3p]**

GENETIC DRIFT (Simulation)
 29)Subj/Topic: Biology Grades: 10-12
Description: Explores effects of random processes on gene frequencies when population reduced to small size & then recovers.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap32K+d; PET8K+t
Sce: Longman Group \$ n/av [pk35,3p]**

MONOHYBRID (Simulation)
 30)Subj/Topic: Biology Grades: 10-12
Description: Experiment involving monohybrid cross generating batches of 12 offspring; data in pictures, graphs or tables.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap32K+d; PET8K+t
Sce: Longman Group \$ n/av [pk34,3p]**

SCIENCE: Biology (CONT)

EVOLUTION (Simulation)
 1)Subj/Topic: Biology Grades: 10-12
Description: Explores the effects of migration, genetic drift & selection on large & small popul'ns (breed'g barriers).
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap32K+d; PET8K+t
Sce: Longman Group \$ n/av [pk35,3p]**

PROFILE (Evans) (Computl tool)
 2)Subj/Topic: Biology Grades: 11-12
Description: Calculates stable age distributions for stationary & growing populations using U.S. mortality statistics.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: COMPRESS \$65 [pk23,4p]**

BIRDERKEK (Simulation)
 3)Subj/Topic: Biology Grades: 11-12
Description: Genetic analysis of dominance, sex linkage, multiple alleles, gene interaction, independent assortment.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.2/3.3
Sce: EduTech \$95
Rev's: IW 9/82(+); SMW W83(+)

SCIENCE: Chemistry

BALANCING CHEM'L EQUATIONS (Tutorial)
 4)Subj/Topic: Chemistry Grades: 9-12
Description: Intros balanc'g elementary chem equations, gives practices; all work on screen; immed error flag'g, remediation.
Syst(s): PET
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Micrcomp Workshops \$20

COLOR CHEMISTRY SIMULATION (Concept demo)
 5)Subj/Topic: Chemistry Grades: 9-12
Description: Kinetics, Charles Law, Boyles Law, titration, conductivity & solubility experiments w/ student inputs, exerc's.
Syst(s): TRSCol
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Radio Shack \$199

CREATE-A-TEST CHEM QUESTNS (Test genrat)
 6)Subj/Topic: Chemistry Grades: 10-14
Description: 4 files w/ over 1600 questns on 70 chemistry topics; 2 disks from H.S. chem, others more advanced; ea disk \$49.95.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Cross Educatl Soft \$49.95

CHEM LAB SIMULATION #3 (Skills pract)
 7)Subj/Topic: Chemistry Grades: 11-12
Description: Four calorimetry experiments to demonstrate Hess' Law; with high- and low-resolution graphics.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; App48K+d; Ata40K+d
Sce: High Tech Soft Prd \$100

CHEM LAB SIMULATIONS #1 (Simulation)
 8)Subj/Topic: Chemistry Grades: 11-12
Description: Graphic simulations of experiments: titration, determinat'n of equilibrium constant & of Avogadro's Number.
Syst(s): Apple Atari
Lang/Min Hdwre: BASIC; App48K+d; Ata40K+d
Sce: High Tech Soft Prd \$100
Rev's: CC V6#9(+); CC 1/81; JRM V1(+)

Multiple Topics

CHEMISTRY SIMULAT'NS SET I (Simulation)
 9)Subj/Topic: Multiple Topics Grades: 10-14
Description: Determining molecular weight of gas/acid-base titration; hi-resolution animated graphic lab simulations.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Aquarius Publish's \$29.95

Nucleonics

NUCLER (Skills pract)
 10)Subj/Topic: Nucleonics Grades: 11-12
Description: Practice interpreting nuclear equations where 1 sub-atomic particle is omitted; reports student perform'c.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
Sce: Prog's for Learn'g \$150 [pk103,9p]**
Rev's: JCMST W81(+)

RADIOACTIVITY - HALF LIFE (Simulation)
 11)Subj/Topic: Nucleonics Grades: 11-12
Description: Student collects data for 7-min. period in decay of shore-lived isotope, then determines half life; w/sound.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$20

Acid-Base Chem

CHEMISTRY - ACIDS & BASES (Tutorial)
 12)Subj/Topic: Acid-Base Chem Grades: 9-13
Description: Provides help in acid/base equilibrium constant, formula, acid/base titration simulation & more; backup \$25.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K, 3.3 DOS
Sce: Encyclopedia Britt \$74

PH PLOT (Computl tool)
 13)Subj/Topic: Acid-Base Chem Grades: 10-14
Description: Monitors & graphs pH vs vol; can save, regraph, print plots; superimpose 2 graphs; needs exper interface, pH sensor.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Cambridge Dev Labs \$75

ACID BASE THEORIES (Tutorial)
 14)Subj/Topic: Acid-Base Chem Grades: 10-13
Description: Bronsted-Lowry Theory, nam'g & neutralization cov'd; graphics; keeps records; 15 prog set \$185; also on disk.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+tape
Sce: J & S Software \$23
Rev's: SMW Su82(+)

ACID BASE PROBLEMS (Tutorial)
 15)Subj/Topic: Acid-Base Chem Grades: 10-13
Description: Rev'ws pH, titration probs, dilution, etc; keeps records; 15 program set \$185; also on disk.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; Ap48K/TRS32K+tape
Sce: J & S Software \$23
Rev's: SMW Su82(+)

TITRATOR (Concept demo)
 16)Subj/Topic: Acid-Base Chem Grades: 10-12
Description: Simul'ts acid/base titration in hi-res; draws pH curve, shows color chng, sound & graph; user chooses acid strength.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+disk, joystick
Sce: Digipac Comp Cnslt \$23.95

TITRATION (Simulation)
 17)Subj/Topic: Acid-Base Chem Grades: 11-12
Description: Simulates typical acid or base titration; process can be controlled & observed on screen.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Mentor Software \$19.95

BRONSTED (Rote drill)
 18)Subj/Topic: Acid-Base Chem Grades: 11-12
Description: Drill on recognizing Bronsted acids & bases in randomly selected reactions; reports student performance.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
Sce: Prog's for Learn'g \$150 [pk102,11p]**
Rev's: JCMST W81(+)

DRILL 2 (Skills pract)
 19)Subj/Topic: Acid-Base Chem Grades: 11-12
Description: Practice solving pH/pOH problems for acid, base & buffer solutions of various strengths; reports perf.

PHYSICS TUTOR UNITS

Each contains subject synopsis, formulae, problems, and solutions.
TITLES: DYNAMICS-NEWTON'S LAWS, MOMENTUM, HEAT AND TEMPERATURE (A), HEAT AND TEMPERATURE STUDY UNIT (B).
 TAPE 12.50 ea. four units/\$50.00
 DISK 14.50 ea. four units/\$55.00
THE TEACHING ASSISTANT
22 SEWARD DRIVE
HUNT. STA., NY 11746

Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
Sce: Prog's for Learn'g \$150 [pk102,11p]**
Rev's: JCMST W81(+)

DRILL 1 (Skills pract)
 20)Subj/Topic: Acid-Base Chem Grades: 11-12
Description: Drill on basic concepts, eg., identifying conjugate acids/bases & relative strengths of acids; reports perf'nc.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
Sce: Prog's for Learn'g \$150 [pk102,11p]**
Rev's: JCMST W81(+)

KHP (Skills pract)
 21)Subj/Topic: Acid-Base Chem Grades: 11-12
Description: Practice problems on standardization with KHP & finding the equivalent weight of an unknown acid.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
Sce: Prog's for Learn'g \$150 [pk102,11p]**
Rev's: JCMST W81(+)

KEDPT (Simulation)
 22)Subj/Topic: Acid-Base Chem Grades: 11-12
Description: Simulated titration experiment; student tries to analyze acid sample in most efficient way; reports perform'nc.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
Sce: Prog's for Learn'g \$150 [pk102,11p]**
Rev's: JCMST W81(+)

BUFFER (Concept demo)
 23)Subj/Topic: Acid-Base Chem Grades: 11-12
Description: Compares pH changes as a strong acid or base is added to both a buffered solution & pure water.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
Sce: Prog's for Learn'g \$150 [pk102,11p]**
Rev's: JCMST W81(+)

PH (CH710) (Skills pract)
 24)Subj/Topic: Acid-Base Chem Grades: 11-12
Description: Practice in computing pH, given H⁺ & OH⁻ and vice versa; includes 3 prob types on 2 levels; stores/reprts perf.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K+disk; ptr opt'l
Sce: Redcomp Services \$19.95

pH CONCEPT (Skills pract)
 25)Subj/Topic: Acid-Base Chem Grades: 11-12
Description: Questions on the concept of pH & pOH; involves use of logarithmic scales; dialog/exer sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
Sce: Microphys \$20

Atomic Structure

†MOLEC (Comput1 tool)
 1)Subj/Topic: Atomic Structure Grades:10-14
 Description: 3 dimensional molecular modeling with data files; easier molecule entry from X-ray data; expand screen dump.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 64K + DOS 3.3
 Sce: Cambridge Dev Labs \$150

†PERIODIC TABLE (Tutorial)
 2)Subj/Topic: Atomic Structure Grades:10-13
 Description: Formulas, atomic radius, mass #, ionizat'n activity, # & type of particle in atom; 15 prog set \$185; also on disk.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+); CRC V1#1; MR 82

†ELECTRON STRUCTURE (Tutorial)
 3)Subj/Topic: Atomic Structure Grades:10-13
 Description: Students review & learn orbitals, valence, sublevels & more; keeps records; 15 prog set \$185; also on disk.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+)

ELEMENT (Rote drill)
 4)Subj/Topic: Atomic Structure Grades:11-12
 Description: Drill on symbols, atomic numbers & electron configurations of the first 20 elements; reports student perf.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk104,12p]**
 Rev's: PM Sp80(+); JCMST W81(+)

ATOMIC (Rote drill)
 5)Subj/Topic: Atomic Structure Grades:11-12
 Description: Drill on the number of protons, neutrons & electrons with atomic numbers through 22; reports student perf.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk103,9p]**
 Rev's: JCMST W81(+)

LEWIS (Rote drill)
 6)Subj/Topic: Atomic Structure Grades:11-12
 Description: Drill to develop mastery of the octet rule; reports student perform'nc.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk103,9p]**
 Rev's: JCMST W81(+)

IONS (Rote drill)
 7)Subj/Topic: Atomic Structure Grades:11-12
 Description: Drill concerning symbols and charges for common ions; reports student performance.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk104,12p]**
 Rev's: JCMST W81(+)

IP - IONIZATION ENERGIES (Skills pract)
 8)Subj/Topic: Atomic Structure Grades:11-12
 Description: Student practices predicting relative ionization energies of atoms, based on positions in Periodic Table.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk103,9p]**
 Rev's: JCMST W81(+)

SPDF (Skills pract)
 9)Subj/Topic: Atomic Structure Grades:11-12
 Description: Practice on finding the no. of electrons with given principal & azimuthal quantum nos.; reports student perf.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk103,9p]**
 Rev's: JCMST W81(+)

MILLIKAN (Simulation)
 10)Subj/Topic: Atomic Structure Grades:11-12
 Description: Simulation of the Millikan Oil Drop experiment; students collect & correlate data, draw conclusions.

Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk103,9p]**
 Rev's: JCMST W81(+)

PERIODIC TABLE (Educ'l game)
 11)Subj/Topic: Atomic Structure Grades:11-12
 Description: Drill, in game format, on atomic symbols and position of elements in the periodic table.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III+tape
 Sce: James P. Birk \$6

CHEMICAL SYMBOLS (Rote drill)
 12)Subj/Topic: Atomic Structure Grades:11-12
 Description: Drill on names & symbols of elements; user may elect only common elements or all; reports performance.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 32K + disk
 Sce: Indian Head Softwe \$5.95

CHEMDATA (Data retr'val)
 13)Subj/Topic: Atomic Structure Grades:11-12
 Description: Student explores periodical table patterns; prog graphs any of 9 characteristics for 43 elements & also groups.
 Syst(s): PET
 Lang/Min Hdwre: BASIC; 16K + tape
 Sce: Longman Group \$ n/av

VALENCE (Rote drill)
 14)Subj/Topic: Atomic Structure Grades:11-12
 Description: Drill on most stable valence of 97 elements; reports performance.
 Syst(s): TRS-80 TRSCol
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Micro Learningware \$7.95

Analytical Chem

EXPL9 (Simulation)
 15)Subj/Topic: Analytical Chem Grades:11-12
 Description: Simulates the ChemStudy experiment on developing an analysis scheme based on 3 solutions & 4 test reagents.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk105,11p]**
 Rev's: JCMST W81(+)

EXP20 (Simulation)
 16)Subj/Topic: Analytical Chem Grades:11-12
 Description: Simulation of ChemStudy experiment on qualitative analysis of 2nd group metals.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk105,11p]**
 Rev's: JCMST W81(+)

Formulas/Comp'ds

†MOLES AND FORMULAS (Tutorial)
 17)Subj/Topic: Formulas/Comp'ds Grades:10-13
 Description: Rev'w converting grams to moles, # molec'ls to moles, Avogadro's relation'p, % comp; 15-p set \$185; also on disk.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+)

MOLWT (Skills pract)
 18)Subj/Topic: Formulas/Comp'ds Grades:11-12
 Description: Practice in computing molecular weights for given formulas; reports student performance.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk104,12p]**
 Rev's: PM Sp80(+); JCMST W81(+)

MOLECULAR WGTs/COMP RECOG (Skills pract)
 19)Subj/Topic: Formulas/Comp'ds Grades:11-12
 Description: Practice computing molecular wgt's of inorg compds & determining stoichiometric formulas; gives help, repts perf.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III+tape
 Sce: Redcomp Services \$22.95

MOLECULAR WEIGHT OF A GAS (Simulation)
 20)Subj/Topic: Formulas/Comp'ds Grades:11-12
 Description: Experiment in which student determines molecular wgt of CO2 by evaporating dry ice in loosely stoppered flask.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III+tape
 Sce: James P. Birk \$6

MOLARITY (Skills pract)
 21)Subj/Topic: Formulas/Comp'ds Grades:11-12
 Description: Questions on molarity and the mole concept; dialog or exercise sheets; reports student performance.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
 Sce: Microphys \$20

GRAM-MOLECULAR MASS (Skills pract)
 22)Subj/Topic: Formulas/Comp'ds Grades:11-12
 Description: Generates inorganic compounds for determination of molecular masses; dialog/exer. sheets; reports perf.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
 Sce: Microphys \$20
 Rev's: PM Sp80(+)

FORMULAS OF COMPOUNDS DRILL (Skills pract)
 23)Subj/Topic: Formulas/Comp'ds Grades:11-12
 Description: Practice writing formulas for randomly generated compounds; dialog or exer. sheets; reports student perf.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
 Sce: Microphys \$20

MOLALITY CONCEPT (Skills pract)
 24)Subj/Topic: Formulas/Comp'ds Grades:11-12
 Description: Questions on gram-molecular mass and molality; dialog or exercise sheets; reports student performance.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
 Sce: Microphys \$20

MOLE CONCEPT (Skills pract)
 25)Subj/Topic: Formulas/Comp'ds Grades:11-12
 Description: Questions on the mole concept and chemical formula writing; dialog or exer. sheets; reports student perf.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
 Sce: Microphys \$20

SYMBOLS & VALENCES DRILL (Skills pract)
 26)Subj/Topic: Formulas/Comp'ds Grades:11-12
 Description: Practice in learning the symbols & valences of common ions & radicals; dialog/exer. sheets; reports perf.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
 Sce: Microphys \$20

NAMING COMPOUNDS DRILL (Skills pract)
 27)Subj/Topic: Formulas/Comp'ds Grades:11-12
 Description: Practice naming compounds whose formulas are given; dialog or exercise sheets; reports student performance.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
 Sce: Microphys \$20

CHEMISTRY ANALYSIS I (Comput1 tool)
 28)Subj/Topic: Formulas/Comp'ds Grades:11-12
 Description: Utility program which solves problems involving the mole concept and molarity.
 Syst(s): Apple CBM PET
 Lang/Min Hdwre: BASIC; PET8K/Apl6K +tape
 Sce: Microphys \$20

Miscellaneous

H2S (Skills pract)
 29)Subj/Topic: Miscellaneous Grades:11-12
 Description: Pract probl's on concentrations of various species present in H2S solutions at varying pH values.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdwre: BASIC; 8K PET,16KAp/TRS
 Sce: Prog's for Learn'g \$150 [pk106,10p]**
 Rev's: JCMST W81(+)

Chemistry: Miscellaneous (CONT)

I.R. SIMULATOR (Simulation)
 1)Subj/Topic: Miscellaneous Grades:11-12
 Description: Generates infrared spectrum on screen; optional printout; for use with Caple&Friend, "Exper Segs in Organic/Bio".
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 16K ModI/III,tape
 Sce: Educ Softwe & Des \$7.95

I.R. TUTOR (Tutorial)
 2)Subj/Topic: Miscellaneous Grades:11-12
 Description: Introduces infrared spectroscopy, identification of chain structures, & functional groups;w/ review.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 16K ModI/III,tape
 Sce: Educ Softwe & Des \$9.95

React'ns/Equilib

BONDING IN MOLECULES (Tutorial)
 3)Subj/Topic: React'ns/Equilib Grades:9-13
 Description: Reviews bonding & its relationship to periodic table; keeps records; 15 program set \$185; also on disk.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+)

BONDING BETWEEN MOLECULES (Tutorial)
 4)Subj/Topic: React'ns/Equilib Grades:9-13
 Description: Rev'ws hybridization, molecular shapes, Van derWaals force & other bonding; 15 prog set \$185; also on disk.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+)

KINETICS (Tutorial)
 5)Subj/Topic: React'ns/Equilib Grades:9-13
 Description: Rev'ws reaction rates, collision theory & energy diagrams; keeps records; 15 prog set \$185; also on disk.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+)

CHEMISTRY SIMULATIONS SET II (Simulation)
 6)Subj/Topic: React'ns/Equilib Grades:10-14
 Description: Replacement of hydrogen by more active metal; 50 common ions (quiz); graphic lab simulations.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 32K + disk
 Sce: Aquarius Publish's \$29.95

CHEMICAL EQUATIONS (Tutorial)
 7)Subj/Topic: React'ns/Equilib Grades:10-13
 Description: Pract balanc'g equations, mole relationships in equations & weight-weight prob; 15 p set \$185; also on disk.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+)

ELECTROCHEMICAL CELLS (Tutorial)
 8)Subj/Topic: React'ns/Equilib Grades:10-13
 Description: Study of cells, voltages, oxidizing & reducing agents; keeps records 15 program set \$185; also on disk.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+)

OXIDATION-REDUCTION (Tutorial)
 9)Subj/Topic: React'ns/Equilib Grades:9-13
 Description: Reviews cells, voltages, oxidizing agents etc; keeps records, 15 program set \$185; also on disk.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+); MR 82

EQUILIBRIUM (Tutorial)
 10)Subj/Topic: React'ns/Equilib Grades:10-13
 Description: Reviews & teaches LeChatel-

iers Principle, equilibrium contrants; keeps records; 15-prg pkg \$185; also on disk.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+)

EQPROB (Skills pract)
 11)Subj/Topic: React'ns/Equilib Grades:11-12
 Description: For a given reaction type, practice finding equilibrium constant when concentration is known & vice versa.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk106,10p]**
 Rev's: JCMST W81(+)

LECHAT (Skills pract)
 12)Subj/Topic: React'ns/Equilib Grades:11-12
 Description: Drill on applications of Le Chatelier's Principle; presents questions, evaluates responses, gives help if needed.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; 8K PET,16K Ap/TRS
 Sce: Prog's for Learn'g \$150 [pk106,10p]**
 Rev's: JCMST W81(+)

EQCALC (Skills pract)
 13)Subj/Topic: React'ns/Equilib Grades:11-12
 Description: Practice estimating equilibrium concentrations for any reaction with known equilibr'm constant; reports perf.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk106,10p]**
 Rev's: JCMST W81(+)

HIEQ (Simulation)
 14)Subj/Topic: React'ns/Equilib Grades:11-12
 Description: Student observes simulated hydrogen/iodine-HI equilibrium as introduction to equilibrium constants.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; 8K PET,16K Ap/TRS
 Sce: Prog's for Learn'g \$150 [pk106,10p]**
 Rev's: JCMST W81(+)

HABER (Simulation)
 15)Subj/Topic: React'ns/Equilib Grades:11-12
 Description: Experiment in NH₄ synthesis; studies the effects of varying temperature, pressure & catalyst.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; PET8K/Ap,TRS+t
 Sce: Prog's for Learn'g \$150 [pk106,10p]**
 Rev's: JCMST W81(+)

EQUIL (Simulation)
 16)Subj/Topic: React'ns/Equilib Grades:11-12
 Description: Student investigates equilibrium systems with large & small Keq's; learns Keq-concentration relationship.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk106,10p]**
 Rev's: JCMST W81(+)

ABEQ (Simulation)
 17)Subj/Topic: React'ns/Equilib Grades:11-12
 Description: Student explores the effects of initial concentration & dissociation constant on an acid-base equilibrium.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk102,11p]**
 Rev's: JCMST W81(+)

HABER (Simulation)
 18)Subj/Topic: React'ns/Equilib Grades:11-12
 Description: Student investigates the effects of various factors on the production of ammonia by the Haber process.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; P8K+t;Ap/TRS32K+d
 Sce: Conduit \$35

KINET (Simulation)
 19)Subj/Topic: React'ns/Equilib Grades:11-12
 Description: Student may study the effects of various factors on reaction kinetics.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; P8K+t;Ap/TRS32K+d
 Sce: Conduit \$35

CHEM LAB SIMULATION #4 (Skills pract)
 20)Subj/Topic: React'ns/Equilib Grades:11-12
 Description: Thermodynamics of an equilibrium reaction & heat of vaporization. Dynamic high-and low-resolution graphics.
 Syst(s): Apple Atari
 Lang/Min Hdware: BASIC; App48K+d;Ata40K+d
 Sce: High Tech Soft Prd \$100

Oxid-Reduc Chem

ORGANIC CHEMISTRY (Tutorial)
 21)Subj/Topic: Oxid-Reduc Chem Grades:10-13
 Description: Reviews isomers, naming, functional groups & reactions; keeps records; 15-prg pkg \$185; also on disk.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+)

REDOX (Skills pract)
 22)Subj/Topic: Oxid-Reduc Chem Grades:11-12
 Description: Practice on redox topics, e.g., electrodes, electron flow direction, potential difference; reports performance.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; PET8K/Ap,TRS16K+t
 Sce: Prog's for Learn'g \$150 [pk105,11p]**
 Rev's: JCMST W81(+)

EMF OF ELECTROCHEM'L CELLS (Skills pract)
 23)Subj/Topic: Oxid-Reduc Chem Grades:11-12
 Description: Questions on finding EMF of electrochemical cells; practice dialog or exer. sheets; reports student perform'nc.
 Syst(s): Apple CBM PET
 Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
 Sce: Microphys \$20

Solutions

MOLE CALCULATIONS (Skills pract)
 24)Subj/Topic: Solutions Grades:10-12
 Description: Practice w/ mole questions created on printer; stu'ts check own work; corrects answers & stores results.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K+disk, printer
 Sce: Digipac Comp Cnslt \$19.95

SOLUTIONS (Tutorial)
 25)Subj/Topic: Solutions Grades:10-13
 Description: Pract nam'g, ion concentr'ns, molarity, calorice probs & formtn of precipitates; 15 p set \$185; also on disk.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; Ap48K/TRS32K+tape
 Sce: J & S Software \$23
 Rev's: SMW Su82(+)

PERCENT CONCENTRATION (Skills pract)
 26)Subj/Topic: Solutions Grades:11-12
 Description: Questions on calculating the percent or fractional concentration of solutions; dialog/exer. sheets;reports perf.
 Syst(s): Apple CBM PET
 Lang/Min Hdware: BASIC; PET8K/16KAp+t,ptr
 Sce: Microphys \$20

CHEMISTRY ANALYSIS II (Computl tool)
 27)Subj/Topic: Solutions Grades:11-12
 Description: Solves problems involving normality, molality, changes in freezing & boiling points of solutions.
 Syst(s): Apple CBM PET
 Lang/Min Hdware: BASIC; PET8K/Apl6K +tape
 Sce: Microphys \$20

KSP-2 (Skills pract)
 28)Subj/Topic: Solutions Grades:11-12
 Description: Pract using solubility product to predict precipitat'n in mixtures of diluted ions of slightly soluble compound.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; PET8K/others16K+t
 Sce: Prog's for Learn'g \$150 [pk106,10p]**
 Rev's: JCMST W81(+)

Chemistry: Solutions (COMPT)

KSP (Skills pract)
 1)Subj/Topic: Solutions Grades:11-12
Description: Pract with solubility product calculations; gives questions, evaluates answers, gives help if needed.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; PET8K/other16K+t
Sce: Prog's for Learn'g \$150 [pk106,10p]**
Rev's: JCMST W81(+)

SOLUBLE (Skills pract)
 2)Subj/Topic: Solutions Grades:11-12
Description: Practice on interpretation of typical solubility curves; reports student performance.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; PET8K/Ap,TRS16K+t
Sce: Prog's for Learn'g \$150 [pk105,11p]**
Rev's: JCMST W81(+)

COMPOUND ID, MASS, MOLES (Skills pract)
 3)Subj/Topic: Solutions Grades:11-12
Description: Pract finding moles of compound in sol'n & gms. of solute, given solute vol, comp'd name, molarity; gives help.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Redcomp Services \$22.95

NORMALITY CONCEPT (Skills pract)
 4)Subj/Topic: Solutions Grades:11-12
Description: Questions on gram-molecular mass, gram-equivalent mass & normality; dialog/exer. sheets; reports student perf.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

States of Matter

†MOLECULAR MOTION (Concept demo)
 5)Subj/Topic: States of Matter Grades:8-12
Description: Simul'ts movement of gaseous molecules; sugg experiments incl'd effect of mass, temp, volume & qnty on pressure.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K+ disk drive
Sce: Digipac Comp Cnslt \$23.95

†CHEMISTRY - THE GAS LAWS (Skills pract)
 6)Subj/Topic: States of Matter Grades:9-12
Description: Provides practice solving unlimited amount of gas law equation problems; grading system & teachers guide.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$30

†GAS RELATIONSHIPS (Tutorial)
 7)Subj/Topic: States of Matter Grades:10-13
Description: Boyles & Chares Laws, partial pressure, vol-vol eq'tn rel'tnshp, wt-vol probs, gas dens'ts;15p set \$185;also on d.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap48K/TRS32K+tape
Sce: J & S Software \$23
Rev's: MR 82,CRC V1#1(+)

THERMODYNAMICS II (Skills pract)
 8)Subj/Topic: States of Matter Grades:11-12
Description: Questions on behavior of a gas under isobaric compres'n where heat is removed;dialog/exer. sheets;reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K,t,ptr
Sce: Microphys \$20

GENERAL GAS LAW (Skills pract)
 9)Subj/Topic: States of Matter Grades:11-12
Description: Questions on the behavior of a gas when all 3 thermodynamic variables change; dialog/exer. sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

SPECIFIC GAS LAWS (Skills pract)
 10)Subj/Topic: States of Matter Grades:11-12
Description: Questions on Boyle's, Gay-Lussac's & Charles' Laws; dialog or exer. sheets; reports student performance.
Syst(s): Apple CBM PET

Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

THERMODYNAMICS I (Skills pract)
 11)Subj/Topic: States of Matter Grades:11-12
Description: Questions on the behavior of a confined gas undergoing an isobaric process; dialog/exer. sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

GAS LAW ANALYSIS (Computl tool)
 12)Subj/Topic: States of Matter Grades:11-12
Description: Solves variety of problems in which gases undergo isothermal, isobaric, isovolumic & general processes.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K +tape
Sce: Microphys \$20

STATE (Simulation)
 13)Subj/Topic: States of Matter Grades:11-12
Description: Student identifies substance by observing changes of state when it is heated & cooled; laboratory simulation.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; PET8K/other16K+t
Sce: Prog's for Learn'g \$150 [pk105,11p]**
Rev's: JCMST W81(+)

†CHEM LAB SIMULATIONS #2 (Simulation)
 14)Subj/Topic: States of Matter Grades:11-12
Description: Graphical lab experiments: variables affecting ideal gas behavior, & the entropy of ideal gases.
Syst(s): Apple
Lang/Min Hdware: Machine; 48K + disk
Sce: High Tech Soft Prd \$100
Rev's: CC V6#9(+); CC 1/81

GAS LAW PROBLEMS (Tutorial)
 15)Subj/Topic: States of Matter Grades:11-12
Description: Introduces principles needed to solve combined gas law problems & gives practice.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: James P. Birk \$6

BOYLE'S LAW (Simulation)
 16)Subj/Topic: States of Matter Grades:11-12
Description: Experim't where blocks placed on piston, compress'g gas; use measures volume, draws conclns'ns;hi-res grfx.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$22

CHARLES' LAW (Simulation)
 17)Subj/Topic: States of Matter Grades:11-12
Description: Experim't where mercury bead traps gas in capil tube; stud't measures vol's of gas as T varied & does problems.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$22

Stoichiometry

†CHEMISTRY - STOICHIOMETRY (Skills pract)
 18)Subj/Topic: Stoichiometry Grades:9-13
Description: Strengthens skills in understanding formulas, balancing equations & mole computations; backup \$25.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K, 3.3 DOS
Sce: Encyclopedia Britt \$74

STOICHIOMETRY: GENERAL (Skills pract)
 19)Subj/Topic: Stoichiometry Grades:11-12
Description: Solving mixed mass/mass, mass/vol, vol/vol problems in variety of reactions;dialog/exer sheets;reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

STOICHIOMETRY: MASS/MASS (Skills pract)
 20)Subj/Topic: Stoichiometry Grades:11-12
Description: Mass/mass relationships in various chemical reactions; pract dialog or exer. sheets; reports student perf.
Syst(s): Apple CBM PET

Lang/Min Hdware: BASIC; PET8K/Apl6K +tape
Sce: Microphys \$20

STOICHIOMETRY: MASS/VOLUME (Skills pract)
 21)Subj/Topic: Stoichiometry Grades:11-12
Description: Solving problems on mass/-volume relationships in various chem. reactions; dialog/exer. sheets;reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

STOICHIOMETRY:VOL/VOL (Skills pract)
 22)Subj/Topic: Stoichiometry Grades:11-12
Description: Solving problems on volume/-volume relationships in various chem. reactions;dialog/exer. sheets;reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

STOICHIOMETRIC ANALYSIS (Computl tool)
 23)Subj/Topic: Stoichiometry Grades:11-12
Description: Solves problems involving mass/mass, mass/volume & volume/volume relationships in chemical reactions.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K +tape
Sce: Microphys \$20

DENSITY (Skills pract)
 24)Subj/Topic: Stoichiometry Grades:11-12
Description: Practice with problems involving density, mass & volume; reports student performance.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; PET8K/Ap,TRS16K+t
Sce: Prog's for Learn'g \$150 [pk104,12p]**
Rev's: PM Sp80(+); JCMST W81(+)

SCIENCE: Earth Science

†WORLD DESERT REGIONS (Tutorial)
 25)Subj/Topic: Earth Science Grades:2-4
Description: Provides basic information on this climatic region & on its flora & fauna; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†WORLD MOUNTAIN REGIONS (Tutorial)
 26)Subj/Topic: Earth Science Grades:2-4
Description: Provides basic information on this climatic region & on its flora & fauna; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†EARTH & ITS COMPOSITION (Tutorial)
 27)Subj/Topic: Earth Science Grades:2-4
Description: Intro to components that make up earth; water, mountains, air, volcanoes explained; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†ROCKS (Tutorial)
 28)Subj/Topic: Earth Science Grades:3-6
Description: Teaches properties, identification & uses of minerals; 18 rock samples required @ \$35.00.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K+ tape or disk
Sce: Spectrum Software \$18

SOLAR DISTANCE (Simulation)
 29)Subj/Topic: Earth Science Grades:3-6
Description: Student rides familiar vehicle to planets, learns planet names, distances between them and earth (MECC prog).
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Compuware \$24.95 [pk36,6p]**

SCIENCE: Earth Science (CONT)**THE WEATHER SCIENCE KIT** (Tutorial)

1)Subj/Topic: Earth Science **Grades:**3-8
Description: 2 progs examine major factors affect'g climate,the basic vocabulary of weather observation and instruments.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Orange Cherry Med \$28

**STREAMS AND RIVERS** (Tutorial)

3)Subj/Topic: Earth Science **Grades:**7-10
Description: Intro to rivers & streams; take a fascinating voyage; learn basic facts & vocabulary; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d,TRS 16K+t
Sce: Aquarius Publish's \$24.95

THE OCEANS (Tutorial)

4)Subj/Topic: Earth Science **Grades:**7-10
Description: Introduction to our oceans; take a fascinating voyage on them; learn basic facts & vocabulary; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; Ap32K+d,TRS 16K+t
Sce: Aquarius Publish's \$24.95

EARTHQUAKES (Skills pract)

5)Subj/Topic: Earth Science **Grades:**7-10
Description: Hands-on experience in plotting earthquakes & longitude-latitude lines; hi-res graphics, sound & color.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K DOS 3.3or 3.2
Sce: Aquarius Publish's \$34.95

LATITUDE AND LONGITUDE (Skills pract)

6)Subj/Topic: Earth Science **Grades:**7-12
Description: Instr'n & pract in finding the latitude & longitude of points on map; extensive graphics; Mod 3 disk vers \$78.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: TYC Software \$68.50 [pk82,12p]**

BASIC CHEMISTRY (Skills pract)

7)Subj/Topic: Earth Science **Grades:**7-12
Description: Us'g Periodic Table & worksheet,stud't reviews 8 elem'ts;emph on basic terms, definitions; Mod 3 disk \$78.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: TYC Software \$68.50 [pk82,12p]**

GRADIENT (Tutorial)

8)Subj/Topic: Earth Science **Grades:**7-12
Description: Instr'n & pract in finding temp gradient, given simulated temp field & graphics scale; Mod 3 disk vers \$78.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: TYC Software \$68.50 [pk82,12p]**

HEAT ENERGY LOST OR GAINED (Tutorial)

9)Subj/Topic: Earth Science **Grades:**7-12
Description: Instr'n & pract in finding heat energy lost/gained by simulated beaker or water; ext graf; Mod3 disk \$78.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: TYC Software \$68.50 [pk82,12p]**

STREAM EROSION (Tutorial)

10)Subj/Topic: Earth Science **Grades:**7-12
Description: Given definitions & map of stream valley w/ regions,features marked, stud't matches marks,terms;Mod3 dsk\$78.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: TYC Software \$68.50 [pk82,12p]**

WATER BUDGET (Tutorial)

11)Subj/Topic: Earth Science **Grades:**7-12
Description: Instr'n & pract on mak'g yrly water budgets, given precip'n & evapo-

transpir'n values,graphs;Mod 3 dsk \$78.50.

Syst(s): TRS-80

Lang/Min Hdware: BASIC; 16K ModI/III+tape

Sce: TYC Software \$68.50 [pk82,12p]**

SKISMIC WAVES (Tutorial)

12)Subj/Topic: Earth Science **Grades:**7-12
Description: Instr'n & pract in finding earthquake time & epicenter dist/location, given simul quake data; Mod 3 disk \$78.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: TYC Software \$68.50 [pk82,12p]**

EARTH HISTORY (Tutorial)

13)Subj/Topic: Earth Science **Grades:**7-12
Description: Stud't learns to relate geologic periods & assoc events, also to find age of rock; Mod 3 disk version \$78.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: TYC Software \$68.50 [pk82,12p]**

SEASONS (Tutorial)

14)Subj/Topic: Earth Science **Grades:**7-12
Description: Instr'n & quest's on relationship between earth's posit'n in orbit & seasons; ext graphics; Mod3 disk \$78.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: TYC Software \$68.50 [pk82,12p]**

METEOROLOGY (Tutorial)

15)Subj/Topic: Earth Science **Grades:**7-12
Description: Instr'n & pract on weather instrum's,station models & frontal passage weather changes; Mod 3 disk vers \$78.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: TYC Software \$68.50 [pk82,12p]**

LAB AID (Computl tool)

16)Subj/Topic: Earth Science **Grades:**7-12
Description: Solves 21 formulas commonly used in lab experiments & graphs laboratory results; Mod III disk version \$78.50.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: TYC Software \$59.95 [pk82,12p]**

WEATHER FRONTS (Tutorial)

17)Subj/Topic: Earth Science **Grades:**7-12
Description: Intro, questions,tutorial on weather front characteristics, movements & associated weather; x-sect color diagrams.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.3
Sce: TYC Software \$24.95
Rev's: SMW Su82(+)

LOST ON THE MOON (Skills pract)

18)Subj/Topic: Earth Science **Grades:**7-10
Description: The student must select items most useful for survival on the moon.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III,tape
Sce: Micro Learningware \$7.95

CLIMATE (Skills pract)

19)Subj/Topic: Earth Science **Grades:**8-10
Description: Practice identifying climates & climatic patterns from their attributes; a Huntington I program.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$15.95 [pk8,5p]**

TIME DURAT'N,EPOCHS/PER'DS (Skills pract)

20)Subj/Topic: Earth Science **Grades:**8-12
Description: Multiple choice questions on time durations of epochs & periods; help given on incorrect answers.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Micro Learningware \$7.95

TYPES OF ANIMALS PRESENT (Skills pract)

21)Subj/Topic: Earth Science **Grades:**8-12
Description: Multiple choice questions on the types of animal life present in various geological time periods.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Micro Learningware \$7.95

WATER (Simulation)

22)Subj/Topic: Earth Science **Grades:**9-12
Description: Protect community threatened by drought. Enact legislation, build treatment plants, adjust water flow, etc.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: N.C.C.C.D. \$5
Rev's: SMW Su81(0)

SHORE FEATURES (Tutorial)

23)Subj/Topic: Earth Science **Grades:**9-12
Description: Intro, questions,tutorial on 12 different geographical features of shores&beaches;color graf; locat'g feat's.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.3
Sce: TYC Software \$24.95

VOLCANOES (Educ'l game)

24)Subj/Topic: Earth Science **Grades:**9-12
Description: 2-4 player-scientists try to predict volcano volatility & learn cooperation,recd-keep'g,budg'g; price + \$3 S&H.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+DOS3.3,Aplsfst
Sce: Earthware Comp Ser \$49.50
Rev's: SMW Su82(+); CR 10/82(+); SMW W83(+)

SUNSIM-4 (Simulation)

25)Subj/Topic: Earth Science **Grades:**9-12
Description: Calculates solar energy hrly & demonstrates use for space heating,cooling & hot water heating for any location.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; 16K+tape;32K+disk
Sce: Solartek \$59
Rev's: PM W80(+)

GEOLOGY SEARCH (Simulation)

26)Subj/Topic: Earth Science **Grades:**7-12
Description: Student teams explore for oil & learn about rocks, fossils & underground structures.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K+d/TRS32K+d
Sce: McGraw-Hill (EDL) \$180

SCIENCE: Ecol/Envir Sci**POLUT** (Simulation)

27)Subj/Topic: Ecol/Envir Sci **Grades:**6-12
Description: Student explores effects of various factors on water quality, allows investigation of problems without damage.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: N.C.C.C.D. \$5
Rev's: SMW Su81(+)

POLUT- WATER POLLUTION (Simulation)

28)Subj/Topic: Ecol/Envir Sci **Grades:**6-12
Description: Student explores the effects on water quality of temperature, type & volume of pollutant, & treatment.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk4,5p]**

POLLUTE (Simulation)

29)Subj/Topic: Ecol/Envir Sci **Grades:**6-12
Description: The student explores the effects of temperature, amount & type of pollutant & treatment on water quality.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; Ap48K+d;others16K
Sce: Computware \$24.95 [pk44,4p]**
Rev's: CC V6#10; TCT 12/82(0); SMW Su82(+)

RATS (Simulation)

30)Subj/Topic: Ecol/Envir Sci **Grades:**7-12
Description: Student investigates control of rats in city or apartment by sanitation, and slow & quick poisons.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; Ap48K+dsk; TRS16K
Sce: Computware \$24.95 [pk44,4p]**
Rev's: TCT 12/81(0); CC V6#10; SMW Su82(+)

SCIENCE: Ecol/Envir Sci (CONT)

STERL (Simulation)
 1)Subj/Topic: Ecol/Envir Sci Grades:7-12
 Description: Student explores effectiveness of pest control by pesticide, by release of sterile males & by combination.
 Syst(s): Apple Atari PET TRS-80
 Lang/Min Hdware: BASIC; Ap48K+disk;othr16K
 Sce: Compuware \$24.95 [pk69,4p]**
 Rev's: CC 5/81; MJ V3#2(+); PM F79; CC V5#7

TAG (Simulation)
 2)Subj/Topic: Ecol/Envir Sci Grades:7-12
 Description: Student investigates tagging & recovery as a method of estimating animal population.
 Syst(s): Apple Atari PET TRS-80
 Lang/Min Hdware: BASIC; Ap48K+disk;othr16K
 Sce: Compuware \$24.95 [pk69,4p]**
 Rev's: CC 5/81; PM F79; MJ V3#2(+)

ENERGY SEARCH (Simulation)
 3)Subj/Topic: Ecol/Envir Sci Grades:7-12
 Description: Students manage an energy factory & recreate the exciting steps taken in search of new energy sources.
 Syst(s): Apple TRS-80
 Lang/Min Hdware: BASIC; App48K+d/TRS32K+d
 Sce: McGraw-Hill (EDL) \$180

ENERGY CZAR (Simulation)
 4)Subj/Topic: Ecol/Envir Sci Grades:8-12
 Description: Student explores strategies for solving U.S. energy crisis; feedback given on growth, inflation, public satisf'n.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Inc. \$ n/av
 Rev's: PM Su81(+); SMW W83(-)

%BUFL0- WILDLIFE CONSERV'N (Simulation)
 5)Subj/Topic: Ecol/Envir Sci Grades:8-12
 Description: Student explores the effects of alternate harvesting policies on buffalo population; a Huntington II prog.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III+tape
 Sce: Project LOCAL Soft \$17.95 [pk0,6p]**

%MALAR - MALARIA EPIDEMIC (Simulation)
 6)Subj/Topic: Ecol/Envir Sci Grades:8-12
 Description: Student explores the biological, political, economic, and ecological aspects of malaria epidemic control.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III+tape
 Sce: Project LOCAL Soft \$17.95 [pk1,6p]**

BUFFALO (Simulation)
 7)Subj/Topic: Ecol/Envir Sci Grades:8-12
 Description: The student explores the effects of herd management on a buffalo population.
 Syst(s): Apple Atari TRS-80
 Lang/Min Hdware: BASIC; Ap48K+d; other16K
 Sce: Compuware \$24.95 [pk59,4p]**
 Rev's: CC 5/81; PM F79; MJ V3#2(+)

MALARIA (Simulation)
 8)Subj/Topic: Ecol/Envir Sci Grades:8-12
 Description: The student explores the economic, social & ecological implications of various types of malaria epidemic ctrl.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; Ap48K+disk; TRS16K
 Sce: Compuware \$24.95 [pk44,4p]**
 Rev's: CC 10/80; TCT 12/81(0); SMW Su82(+)

ENERGY (Simulation)
 9)Subj/Topic: Ecol/Envir Sci Grades:9-12
 Description: The student tests his or her strategies for solving the U.S. energy crisis.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 32K+disk, ROM A/S
 Sce: Minn Ed Comp Consrt \$36.80 [pk100,10p]**

POPULATION SIZES (Simulation)
 10)Subj/Topic: Ecol/Envir Sci Grades:9-12
 Description: Simulates a dynamic population; graphs arithmetic or geometrical change; 6 carrying capacity options.
 Syst(s): Apple

Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
 Sce: COMPRESS \$50 [pk66,2p]**
 Rev's: JRM V1(0)

INTERACTIONS (Simulation)
 11)Subj/Topic: Ecol/Envir Sci Grades:9-12
 Description: Models interactions among up to 5 competitor/prey/predator populations.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
 Sce: COMPRESS \$50

PROFILE (Simulation)
 12)Subj/Topic: Ecol/Envir Sci Grades:9-12
 Description: Models age & sex distribution for stable & unstable populations; student may use sample or own population.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
 Sce: COMPRESS \$50

MAGIC FLAG (Concept demo)
 13)Subj/Topic: Ecol/Envir Sci Grades:10-12
 Description: Illustrates entropy by means of a flag whose spots change as a result of interacting with their surroundings.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
 Sce: COMPRESS \$25

POPULATE (Simulation)
 14)Subj/Topic: Ecol/Envir Sci Grades:10-12
 Description: Enables user to investigate the characteristics of a dynamic population using U.S. or other statistics.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K + disk
 Sce: COMPRESS \$65 [pk23,4p]**

ECOLOGICAL MODELING (Simulation)
 15)Subj/Topic: Ecol/Envir Sci Grades:10-12
 Description: Explores factors affecting population growth in range of situations from simple to complex.
 Syst(s): Apple PET TRS-80
 Lang/Min Hdware: BASIC; P8K+t;Ap/TRS32K+d
 Sce: Conduit \$65
 Rev's: CC 1/81

%LIMITS (Simulation)
 16)Subj/Topic: Ecol/Envir Sci Grades:10-12
 Description: Student explores the effects of growth on world population, food supply, indust'l output, natural res'ces, pollut'n.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III+tape
 Sce: Project LOCAL Soft \$17.95 [pk4,5p]**

LIMITS (Simulation)
 17)Subj/Topic: Ecol/Envir Sci Grades:10-12
 Description: Student explores effects of growth on world population, pollution, food supply, indust'l output & natural resrcs.
 Syst(s): Atari PET TRS-80
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Compuware \$24.95 [pk45,3p]**

ABSORB (Simulation)
 18)Subj/Topic: Ecol/Envir Sci Grades:11-12
 Description: Finds earth surface temperature for various CO2 concentrations using 1-layer atmosphere & simple absorption.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K + disk
 Sce: COMPRESS \$65 [pk23,4p]**

POPGROW (Simulation)
 19)Subj/Topic: Ecol/Envir Sci Grades:11-12
 Description: Student explores exponential & density-dependent growth, also carrying capac. variations & regulatory responses.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K + disk
 Sce: COMPRESS \$60
 Rev's: JRM V1(0)

PROFILE (Evans) (Computl tool)
 20)Subj/Topic: Ecol/Envir Sci Grades:11-12
 Description: Calculates stable age distributions for stationary & growing populations using U.S. mortality statistics.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K + disk
 Sce: COMPRESS \$65 [pk23,4p]**

DEMO-GRAPHICS (Data retr'val)
 21)Subj/Topic: Ecol/Envir Sci Grades:11-12
 Description: Can be used to explore/demonstrate population trends in 40 countries and some of the factors affecting them.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 48K + DOS 3.2.1
 Sce: Conduit \$85

U.S. ENERGY; ENVIR/ECOM (Simulation)
 22)Subj/Topic: Ecol/Envir Sci Grades:11-12
 Description: Students explore interaction of U.S. economy, energy supply/demand, and phys environs as impacts on public policy.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 32K Mod I/III+disk
 Sce: Conduit \$50

SCIENCE: General Science

SIMPLE MACHINES (Tutorial)
 23)Subj/Topic: General Science Grades:5-9
 Description: Intros 6 simple machines (lever, pulley, etc.); gives sample applic., exer's, review, & master quiz.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 32K + disk
 Sce: Micro Power & Light \$29.95

ATOMS (Tutorial)
 24)Subj/Topic: General Science Grades:6-7
 Description: Explains atoms by breaking down molecular structure of salt. Defines molecules, protons, neutrons & electrons.
 Syst(s): PET
 Lang/Min Hdware: BASIC; 8K + tape
 Sce: Comm*Data Comp Hse \$9.95

PIONEERS IN TECHNOLOGY (Tutorial)
 25)Subj/Topic: General Science Grades:6-12
 Description: Covers Age of Flight, space exploration, electric car, & computers; four A-V programs, quiz and scoring.
 Syst(s): TRSCol
 Lang/Min Hdware: BASIC; 16K + tape
 Sce: Radio Shack \$94.95

↑WORD DRAW:WRLD ARD US, SCI (Educ'l game)
 26)Subj/Topic: General Science Grades:7-12
 Description: 4 stud'ts work to solve word problems involving biological, physical & general science; on disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t,24K+d;pad1s
 Sce: Edupro \$19.95

↑WORD DRAW:WRLD AR US,SPACE (Educ'l game)
 27)Subj/Topic: General Science Grades:7-12
 Description: 4 stud'ts word to solve word problems focusing on space concepts; on disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t,24K+d;pad1s
 Sce: Edupro \$19.95

↑WORD RACE:WRLD ARD US, SCI (Educ'l game)
 28)Subj/Topic: General Science Grades:7-12
 Description: 8 students simultaneously work on science concepts.
 Syst(s): Atari
 Lang/Min Hdware: BASIC; 16K+t,24K+d;pad1s
 Sce: Edupro \$19.95

GENERAL SCIENCE (Skills pract)
 29)Subj/Topic: General Science Grades:7-12
 Description: Subject is inventions & discoveries. Test facts & general information are included in study material.
 Syst(s): TRS-80
 Lang/Min Hdware: BASIC; 16K ModI/III+tape
 Sce: Demi-Software \$9.95

RENDEZVOUS (Simulation)
 30)Subj/Topic: General Science Grades:9-14
 Description: Space shuttle flight simulation from Earth liftoff thru orbital rendezvous & approaching docking.
 Syst(s): Apple
 Lang/Min Hdware: BASIC; 48K+DOS3.3,Aplstft
 Sce: Edu-Ware Services \$39.95
 Rev's: CUE 8/82(0); CRC V1#1(+); EL V2#3(+)

SCIENCE: Geology

VOLCANOES (Educ'l game)
 1)Subj/Topic: Geology Grades:7-14
Description: 2-4 players or teams assume roles of scientists; teaches responsib'y, decision-making & more; easily used.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 48K+DOS3.3,Aplsf
Sce: Earthware Comp Ser \$49.50
Rev's: SMW Su82(+); CR 10/82(+); SMW W83(+)

SCIENCE: Natural History

†**LIVING THINGS** (Tutorial)
 2)Subj/Topic: Natural History Grades:1-3
Description: Surveys living things on earth; plants, people, animals; how live and relate; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†**DINOSAURS** (Tutorial)
 3)Subj/Topic: Natural History Grades:2-4
Description: Teaches structure, size, diet of dinosaurs; explains extinction, fossils & present reptiles; graphics.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+ disk
Sce: Spectrum Software \$37

†**LIFE IN THE OCEANS** (Tutorial)
 4)Subj/Topic: Natural History Grades:3-4
Description: Importance of oceans to our survival taught; mammals, fish, birds and weather covered; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†**ANIMAL TRACKS** (Tutorial)
 5)Subj/Topic: Natural History Grades:3-6
Description: Guides observations of animal & human tracks; graphics of track patterns, 10 track cards & guide.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+ disk
Sce: Spectrum Software \$43

†**BIRDS** (Tutorial)
 6)Subj/Topic: Natural History Grades:4-5
Description: Teaches importance of birds; birth & life covered; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†**MAMMALS** (Tutorial)
 7)Subj/Topic: Natural History Grades:4-5
Description: Teaches about animals in general; mammals specifically; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

SCIENCE: Physical Science

†**MATTER AND ENERGY** (Tutorial)
 8)Subj/Topic: Physical Scienc Grades:1-3
Description: Beginning look at concepts of matter & energy; stimulating game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†**ELECTRICITY** (Tutorial)
 9)Subj/Topic: Physical Scienc Grades:3-4

Description: Teaches role & importance of electricity in our lives from Ben Franklin to today; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†**MATTER** (Tutorial)
 10)Subj/Topic: Physical Scienc Grades:5-6
Description: Discusses forms & properties of matter; molecules & their part in life, heating & cooling covered; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†**ENERGY AT WORK** (Tutorial)
 11)Subj/Topic: Physical Scienc Grades:5-6
Description: Covers 5 forms of energy, origin & use; atomic, electrical,chemical, solar, mechanical; w/game; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†**CHEMISTRY I** (Tutorial)
 12)Subj/Topic: Physical Scienc Grades:7-12
Description: Intro includes atomic theory chem reactions, gas laws, atom structure; discussions,simulations,experiences,guide.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Adrian Vance \$40

†**ENERGY** (Tutorial)
 13)Subj/Topic: Physical Scienc Grades:8-11
Description: Reviews force, work, simple machines, types of energy, etc; keeps records; graphics; 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**SOUND** (Tutorial)
 14)Subj/Topic: Physical Scienc Grades:8-11
Description: Reviews waves, refraction, diffraction, etc; graphics; keeps records 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**LIGHT** (Tutorial)
 15)Subj/Topic: Physical Scienc Grades:8-11
Description: Reviews spectrum, waves, lenses, color refraction, etc; graphics; keeps records, 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**ELECTRICITY** (Tutorial)
 16)Subj/Topic: Physical Scienc Grades:8-11
Description: Students learn electric force, current, insulators, power etc.; graphics; keeps records; 14 prog set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**MAGNETISM** (Tutorial)
 17)Subj/Topic: Physical Scienc Grades:8-11
Description: Reviews poles, fields, electromagnetic induction, etc; graphics; keeps records; 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**MATTER** (Tutorial)
 18)Subj/Topic: Physical Scienc Grades:8-11
Description: Reviews physical & chemical changes, mixtures, symbols, etc; keeps records; 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**ATOMS** (Tutorial)
 19)Subj/Topic: Physical Scienc Grades:8-11

Description: Reviews nuclear particles, electrons & atomic mass; keeps records; 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**FAMILIES OF ATOMS** (Tutorial)
 20)Subj/Topic: Physical Scienc Grades:8-11
Description: Reviews periodic table, valence, ionization energy, etc; keeps records; 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**BONDING** (Tutorial)
 21)Subj/Topic: Physical Scienc Grades:8-11
Description: Reviews ionic & covalent bonding, formulas, valence concepts etc; keeps records, 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**REACTIONS** (Tutorial)
 22)Subj/Topic: Physical Scienc Grades:8-11
Description: Reviews types of reactions, balancing, rates of reactions etc; keeps records; 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**ACIDS & BASES** (Tutorial)
 23)Subj/Topic: Physical Scienc Grades:8-11
Description: Reviews properties, pH, neutralization & salts; keeps records; 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**RADIOACTIVITY** (Tutorial)
 24)Subj/Topic: Physical Scienc Grades:8-11
Description: Reviews types of radiation, half life, fission, fusion, reactors, etc; keeps records, 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**MOTION** (Tutorial)
 25)Subj/Topic: Physical Scienc Grades:8-11
Description: Students review & learn speed, acceleration, Newton's laws, etc; keeps records; 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

†**CREATE-A-TEST - PHYS SCINC** (Test genrat)
 26)Subj/Topic: Physical Scienc Grades:8-10
Description: Two disks convering concepts from introductory chem & physics at 9th gr level; ea file \$49.95.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Cross Educatl Soft \$49.95

†**CARBON CHEMISTRY** (Tutorial)
 27)Subj/Topic: Physical Scienc Grades:8-11
Description: Reviews organic chemistry, isomers, bonding, etc; keeps records; 14 program set \$250.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$29
Rev's: MR 82

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SCIENCE: Physics

VECTORS (Computl tool)

1) **Subj/Topic:** Physics **Grades:** 6-12
Description: Adds over 10 vectors using degrees or radians; X, Y and total magnitudes, and resultant angle are displayed.
Syst(s): VIC-20
Lang/Min Hdwre: BASIC; 5K + tape
Sce: Athena Software \$6.95

PHYS SCI BASEBALL-CHEM VER (Educ'l game)

2) **Subj/Topic:** Physics **Grades:** 8-12
Description: Graphics-oriented baseball game; questions on main concepts in chemistry; explains wrong answers.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$55
Rev's: MR 82

PHYS SCI BASEBALL-PHYS-VER (Educ'l game)

3) **Subj/Topic:** Physics **Grades:** 8-11
Description: Graphics-oriented baseball game; includes questions covering main physics concepts; wrong answers explained.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$55
Rev's: MR 82

PHYSICS - LAB PLOTS (Tutorial)

4) **Subj/Topic:** Physics **Grades:** 9-14
Description: Students learn how to analyze data from experiments using graphs.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Educat'l Courseware \$36

VECTORS (Tutorial)

5) **Subj/Topic:** Physics **Grades:** 9-12

Description: Six programs about adding & resolving vectors and one about graphing.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Cross Educat'l Soft \$10

VECTORS AND GRAPHING (Tutorial)

6) **Subj/Topic:** Physics **Grades:** 9-12
Description: 6 programs about adding and resolving vectors and one about graphing.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Cross Educat'l Soft \$10

FLIGHT VECTOR (Educ'l game)

7) **Subj/Topic:** Physics **Grades:** 9-12
Description: Explains vectors & how they combine; includes game which gives practice with concepts.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+disk, joystick
Sce: Edu-Soft \$19.95
Rev's: EL 9-10/81(0)

THE PHYSICS PROGRAMS (Tutorial)

8) **Subj/Topic:** Physics **Grades:** 10-13
Description: 12 programs; reviews waves, sound, momentum, light etc; graphics; keeps records; single programs \$28.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: J & S Software \$195

PHYSICS GEMS (Multi types)

9) **Subj/Topic:** Physics **Grades:** 10-14
Description: 31 progs which fill in many details in physics instr'n; incl demos, tutorials, pract; w/ color pictures, animat'n.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.3
Sce: Cross Educat'l Soft \$42

PRECISION TIMER (Computl tool)

10) **Subj/Topic:** Physics **Grades:** 10-12
Description: Turns the Apple computer into a timer to measure intervals to .1 millisecond; for use with photogates.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+disk, Applesoft
Sce: Vernier Software \$39.95

VECTOR ADDITION (Concept demo)

11) **Subj/Topic:** Physics **Grades:** 10-12
Description: Draws, in hi-res graphics, head-to-tail vector addition diagrams; up to 9 vectors may be added.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K+disk, Applesoft
Sce: Vernier Software \$24.95

VECTOR ANALYSIS I (Skills pract)

12) **Subj/Topic:** Physics **Grades:** 11-12
Description: Questions on determining the size/direct'n of resultant of 3-5 concurrent vectors; dialog/quizzes; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
Sce: Microphys \$20

PHYSICS (Tutorial)

13) **Subj/Topic:** Physics **Grades:** 11-12
Description: A complete survey course from force & motion to nuclear physics; req's Educ'l Syst Master Cartr'dq @ \$30.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Atari Inc. \$29.95
Rev's: PM Su81(-)

INTERPRETING GRAPHS-PHYSICS (Skills pract)

14) **Subj/Topic:** Physics **Grades:** 11-12
Description: (26-1721) Pract interpreting position vs time & veloc vs time graphs; gives help; reports student performance.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Radio Shack \$39.95

VECTOR ADDITION (Concept demo)

15) **Subj/Topic:** Physics **Grades:** 11-12
Description: (26-1720) Aids stud't in understanding vector add'n in plane by graphic representation of stud't-supplied data.
Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Radio Shack \$39.95
Rev's: 80M 2/81(+)

OPTICS, WAVE MOTION, ELECTRICITY (Concept demo)

16) **Subj/Topic:** Physics **Grades:** 11-12
Description: Demonstrates lens formula, superposition of waves, & electric fields. Uses game paddles to move test charge.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.2/3.3
Sce: EduTech \$65

VECTOR SUM (Concept demo)

17) **Subj/Topic:** Physics **Grades:** 11-12
Description: Adds up to 20 vectors; graphic display of solution by polygon method; also table of x and y components.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Indian Head Software \$4.95

PHYSICS PROGRAMS FOR APPLE (Skills pract)

18) **Subj/Topic:** Physics **Grades:** 11-12
Description: Review & pract on circular motion, Newton's Laws, momentum, etc.; emphasizes experiments & problems; 8 programs.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+disk, Applesoft
Sce: J & S Software \$125

VECTOR ANALYSIS II (Computl tool)

19) **Subj/Topic:** Physics **Grades:** 11-12
Description: Determines the magnitude & direction of system of concurrent vectors.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; Pet8K/Apl6K +tape
Sce: Microphys \$20

Electricity

LIGHT (Tutorial)

20) **Subj/Topic:** Electricity **Grades:** 5-6
Description: Tells what light is, how it travels & how fast, compares light to sound; lasers included; game follows.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K + tape/disk
Sce: Right On Programs \$15

CHARGED PARTICLES (Simulation)

21) **Subj/Topic:** Electricity **Grades:** 10-16
Description: Simulates motion of an electrically charged particle in a magnetic field; may be used as a lab.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Vernier Software \$24.95

STATIC CHARGES (Skills pract)

22) **Subj/Topic:** Electricity **Grades:** 10-12
Description: Find force acting on charged object; random variables given; hints, remediation, calculator funct'n; disk vers \$15.
Syst(s): PET
Lang/Min Hdwre: BASIC; 16K+tape or disk
Sce: Classic Soft Prods \$9.95

FIELD INTENSITY (Skills pract)

23) **Subj/Topic:** Electricity **Grades:** 10-12
Description: Find field intensity from force data; random variables given; hints, remediation, calculator funct'n; disk vers \$15.
Syst(s): PET
Lang/Min Hdwre: BASIC; 16K+tape or disk
Sce: Classic Soft Prods \$9.95

ELECTRICITY & MAGNETISM (Tutorial)

24) **Subj/Topic:** Electricity **Grades:** 11-12
Description: 7 calculus level programs covering traditional physics topics related to field theory and circuits.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS 3.3, Applesoft
Sce: Cross Educat'l Soft \$12

SERIES CIRCUIT ANALYSIS (Skills pract)

25) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Questions on resistance, voltage & power in 3-resistance series circuit; dialog/exer. sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K Apl6K+t, ptr
Sce: Microphys \$20

Physics: Electricity (CONT)**PHOTOELECTRIC EFFECT** (Skills pract)

1) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Questions on analyzing photoelectric emissions from various metallic cathodes; dialog/exer. sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
See: Microphys \$20

SERIES/PARALLEL CIRCUITS (Skills pract)

2) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Questions on analysis of a circuit with 1 resistor in series with 2 resistors in parallel; dialog or exercises.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
See: Microphys \$20

ELECTRIC FIELD ANALYSIS (Skills pract)

3) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Questions on the work done in moving a charged particle in a uniform electric field; dialog/quizzes; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
See: Microphys \$20

FARADAY'S LAW (Skills pract)

4) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Questions on the analysis of an electrolytic solution; dialog or exer. sheets; reports student perform'nc.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
See: Microphys \$20

PARALLEL CIRCUIT ANALYSIS I (Skills pract)

5) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Questions on analysis of a 3-resistance parallel circuit; dialog or exer. sheets; reports student perform'nc.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr
See: Microphys \$20

BASIC ELECTRICITY (Tutorial)

6) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Complete survey course from Ohm's Law to analyzing reactive circuits; requires System Master Cartr'dg \$30.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
See: Atari Inc. \$29.95

MILLIKAN (Simulation)

7) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Simulated laboratory; student performs the Millikan Oil Drop experiment; can watch & control drops on screen.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
See: Mentor Software \$19.95

CHARGE- MILLIKAN OIL DROP (Simulation)

8) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Simulates the Millikan Oil Drop experiment to determine electron charge; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
See: Project LOCAL Soft \$14.95 [pk8,5p]**

OIL DROP (Simulation)

9) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Milliken expt. Game paddles vary voltage betw. plates. Students stop drops & calculate charges. Data pooling.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K, DOS 3.2/3.3
See: EduTech \$95

ELECTRIC FIELD (Simulation)

10) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Student explores electric field on screen; computer assists in plotting lines of force and equipotentials.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
See: EduTech \$85

CAPACITOR (Skills pract)

11) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Pract finding capacitance,

given charge, voltage; gives hints & remedial help; has calc funct; dsk vers \$14.95.

Syst(s): PET

Lang/Min Hdwre: BASIC; Cassette tape

See: Classic Soft Prods \$9.95

INDUCTION (Skills pract)

12) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Pract finding voltage induced by change in flux; gives hints & remedial help; has calc funct; dsk vers \$14.95.

Syst(s): PET

Lang/Min Hdwre: BASIC; Cassette tape

See: Classic Soft Prods \$9.95

OHM'S LAW (Skills pract)

13) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Pract finding voltage in a series-parallel circuit; gives hints, remedial help; has calc funct; on dsk \$14.95.

Syst(s): PET

Lang/Min Hdwre: BASIC; Cassette tape

See: Classic Soft Prods \$9.95

MILLIKAN'S EXPERIMENT I (Simulation)

14) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Student explores quantum nature of electric charge in animation of latex spheres falling betw charged plates.

Syst(s): Apple PET

Lang/Min Hdwre: BASIC; PET8K/Apl6K+tape

See: Merlan Scientific \$20

MILLIKAN'S EXPERIMENT II (Simulation)

15) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Simulates original Oil Drop Experiment; student collects data, then prog assists in determining particle chrg.

Syst(s): Apple PET

Lang/Min Hdwre: BASIC; 16K + tape

See: Merlan Scientific \$26

Rev's: EL 9/81(0)

ELECTRONICS (Skills pract)

16) **Subj/Topic:** Electricity **Grades:** 11-12
Description: Practice solving Ohm's Law problems on graphically displayed series & parallel circuits; random values.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K ModI/III+tape

See: Micro Learningware \$7.95

Heat**HEAT & TEMP STUDY UNIT B** (Tutorial)

17) **Subj/Topic:** Heat **Grades:** 9-12
Description: Heat of fusion & vaporization, methods of mixtures; problems with solutions; disk version \$15.50.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K+disk; 32K+tape

See: Teaching Assistant \$13.50

HEAT & TEMP STUDY UNIT A (Tutorial)

18) **Subj/Topic:** Heat **Grades:** 9-12
Description: Introduction to thermodynamics, practice with conversions of temp scales; disk version \$15.50.

Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 16K+tape; 32K+disk

See: Teaching Assistant \$13.50

TEMPERATURE CONVERSION (Skills pract)

19) **Subj/Topic:** Heat **Grades:** 10-12
Description: Stud't given temp in Celsius or Fahrenheit, must find temp other scale; hints, remed'n, calcul funct'n; dsk vers \$15.

Syst(s): PET

Lang/Min Hdwre: BASIC; 16K+tape or disk

See: Classic Soft Prods \$9.95

THERMAL EXPANSION - LINEAR (Skills pract)

20) **Subj/Topic:** Heat **Grades:** 11-12
Description: Find expansion of rod given init length & temp, final temp, coef expans; hints, remed'n, calcul funct'n; dsk vers \$15.

Syst(s): PET

Lang/Min Hdwre: BASIC; 16K+tape or disk

See: Classic Soft Prods \$9.95

HEAT SOLVER (Computl tool)

21) **Subj/Topic:** Heat **Grades:** 11-12
Description: Solves for missing value in table relating mass, temperature, specific heat, and final temperature.

APPLE PHYSICS

11 Disks - 75 Programs - \$203

These programs contain extensive graphics. Each diskette has 5 to 10 programs requiring 48K memory with Applesoft.

V 1 Vectors & Graphing	\$10.00
V 2 Statics	\$12.00
V 3 Motion	\$12.00
V 4 Conservation Laws	\$12.00
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V 6 Thermodynamics	\$20.00
V 7 Electricity	\$12.00
V 8 Optics	\$20.00
V 9 Atomic Physics	\$30.00
V10 Stellar System Astronomy	\$30.00
V11 Solar Astronomy	\$30.00

Ask for Atari, IBM information

AQUARIUM: This is an aquarium simulation in which the fish swim, breed, eat and interact. The full disk includes the Community Aquarium plus 4 games. 48K \$25.

DINOSAURS: 6 games and demos. Includes Dinosaur Matching, Dinosaur Hangman and Paddle Graphics. 48K \$15.

CROSS EDUCATIONAL SOFTWARE

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318 255 8921

Write today for a FREE Catalog.

Syst(s): PET

Lang/Min Hdwre: BASIC; 8K + tape

See: Comalдор \$2

LATENT HEAT (Computl tool)

22) **Subj/Topic:** Heat **Grades:** 11-12
Description: Solves for missing value in table relating, for steam & ice, mass, temp, latent ht, & final temperature.

Syst(s): PET

Lang/Min Hdwre: BASIC; 8K + tape

See: Comalдор \$20

THERMODYNAMICS (Tutorial)

23) **Subj/Topic:** Heat **Grades:** 11-12
Description: 7 prog's: Calorimetry; Thermodyn'c Proc/Cycles; Engines-Theory/App'ns; Gas Molecule Motion; Ideal Gas Cycles.

Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K+DOS3.3, Aplsft

See: Cross Educatl Soft \$20

HEATS OF FUSION & VAPORIZ'N (Skills pract)

24) **Subj/Topic:** Heat **Grades:** 11-12
Description: Questions on the heats of fusion & vaporization; dialog or exercise sheets; reports student performance.

Syst(s): Apple CBM PET

Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr

See: Microphys \$20

SPECIFIC HEAT CAPACITY (Skills pract)

25) **Subj/Topic:** Heat **Grades:** 11-12
Description: Questions on the definition of specific heat capacity; dialog or exer. sheets; reports student perform'nc.

Syst(s): Apple CBM PET

Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr

See: Microphys \$20

CALORIMETRY (Skills pract)

26) **Subj/Topic:** Heat **Grades:** 11-12
Description: Questions on calorimetry, reviewing specific heat capac & conservation of energy; exer. sheets; reports perf.

Syst(s): Apple CBM PET

Lang/Min Hdwre: BASIC; PET8K/Apl6K+t,ptr

See: Microphys \$20

Physics: Heat (CONT)**CALORIMETRY ANALYSIS** (Computl tool)

1)Subj/Topic: Heat Grades:11-12
Description: Saves time by solving calorimetry problems involving substance phase and temperature changes.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K +tape
Sce: Microphys \$20

Light**INDEX OF REFRACTION** (Educ'l game)

2)Subj/Topic: Light Grades:8-12
Description: Up to 3 players compete in solving problems on light refraction; gives examples after players try to solve.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Redcomp Services \$22.95

+PHYSICS - WAVES AND OPTICS (Simulation)

3)Subj/Topic: Light Grades:9-14
Description: Students stimulated to make discoveries about the relationships between waves and light.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Educat'l Coursewe \$36

ILLUMINATION (Skills pract)

4)Subj/Topic: Light Grades:10-12
Description: Find illumination given random values for intensity, distance & angle; hints, remed'n, calcul funct'n; dsk vers \$15.
Syst(s): PET
Lang/Min Hdwre: BASIC; 16K+disk or tape
Sce: Classic Soft Prods \$9.95

CURVED MIRRORS (Skills pract)

5)Subj/Topic: Light Grades:10-12
Description: Find position of image given radius & dist. of object; concave & convex; hints, remed'n, calcul funct'n; dsk vers \$15.
Syst(s): PET
Lang/Min Hdwre: BASIC; 16K+tape or disk
Sce: Classic Soft Prods \$9.95

+RAY TRACER (Concept demo)

6)Subj/Topic: Light Grades:10-16
Description: Graphically illustrates the principles of geometrical optics; reflection, refraction, dispersion, etc.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Vernier Software \$24.95

%SLITS-WAVE THEORY OF LIGHT (Simulation)

7)Subj/Topic: Light Grades:11-12
Description: Simulates Young's double-slit experiment, dealing with the wave theory of light propagation.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$14.95 [pk8,5pl]**

%GEOMETRICAL OPTICS (Concept demo)

8)Subj/Topic: Light Grades:11-12
Description: Illustrates reflection, refraction, reversibility, & convex lenses. Includes game with laser beam refraction.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.2/3.3
Sce: EduTech \$65

PHOTOMETRY (Skills pract)

9)Subj/Topic: Light Grades:11-12
Description: Pract finding intensity of a light source; gives hints & remedial help; has calculator functions; dsk vers \$14.95.
Syst(s): PET
Lang/Min Hdwre: BASIC; Cassette tape
Sce: Classic Soft Prods \$9.95

SPEED OF LIGHT (Skills pract)

10)Subj/Topic: Light Grades:11-12
Description: Pract finding rotation speed of mirror similar to that in Michelson exper; gives hints, remed help; on dsk \$14.95.
Syst(s): PET
Lang/Min Hdwre: BASIC; Cassette tape
Sce: Classic Soft Prods \$9.95

POWER OF A MICROSCOPE (Skills pract)

11)Subj/Topic: Light Grades:11-12
Description: Pract finding the power of a microscope, given its parameters; hints & remedial help; disk version \$14.95.
Syst(s): PET
Lang/Min Hdwre: BASIC; Cassette tape
Sce: Classic Soft Prods \$9.95

PHOTON INTERFERENCE (Simulation)

12)Subj/Topic: Light Grades:11-12
Description: Simulates the random behavior of photons passing through a double slit, producing light & dark bands.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 8K PET/16KAP +tape
Sce: Merlan Scientific \$15

%OPTICS (Tutorial)

13)Subj/Topic: Light Grades:11-12
Description: 3 programs about ray diagrams, two on physical optics, and one on lasers.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Cross Educatl Soft \$20

REFRACTION OF LIGHT (Skills pract)

14)Subj/Topic: Light Grades:11-12
Description: Questions on the refraction of light at the interface of 2 optic media; dialog/exer. sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/AP16K+t,ptr
Sce: Microphys \$20

TOTAL INTERNAL REFLECTION (Skills pract)

15)Subj/Topic: Light Grades:11-12
Description: Questions on reflection of light at appropriate interfaces; dialog or exer. sheets; reports student perform'nc.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/AP16K+t,ptr
Sce: Microphys \$20

MIRRORS & LENSES (Skills pract)

16)Subj/Topic: Light Grades:11-12
Description: Questions on the image-forming properties of concave & convex mirrors & lenses; dialog/exer sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/AP16K+t,ptr
Sce: Microphys \$20

OPTICS ANALYSIS (Computl tool)

17)Subj/Topic: Light Grades:11-12
Description: Solves variety of problems involving the image forming properties of thin lenses & convex & concave mirrors.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/AP16K +tape
Sce: Microphys \$20

Mechanics**MOMENTUM** (Tutorial)

18)Subj/Topic: Mechanics Grades:9-12
Description: Concepts necessary for understanding momentum, impulse & conservation of momentum; problems & answers.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape/disk
Sce: Teaching Assistant \$13.50

+PHYSICS - FREE FALL (Simulation)

19)Subj/Topic: Mechanics Grades:9-14
Description: Stimulates discoveries of important theories relating to gravity.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Educat'l Coursewe \$36

+PHYSICS - KINEMATICS (Skills pract)

20)Subj/Topic: Mechanics Grades:9-12
Description: Practice w/ problems derived from 4 equations of uniformly accelerated motion in one dimension; grading system.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$30

INCLINED PLANE I (Skills pract)

21)Subj/Topic: Mechanics Grades:10-12
Description: Find force to move object up plane, given mass, angle & coef of friction;

hints, remediat'n, calcul functn; dsk vers \$15.

Syst(s): PET
Lang/Min Hdwre: BASIC; 16K+tape or disk
Sce: Classic Soft Prods \$9.95

PROJECTILE I (Skills pract)

22)Subj/Topic: Mechanics Grades:10-12
Description: Find hgt & time of flight of object tossed in air, given init vel; hints, remediation, calcul'r functn; dsk vers \$15.
Syst(s): PET
Lang/Min Hdwre: BASIC; 16K+tape or disk
Sce: Classic Soft Prods \$9.95

%KINEMATICS (Skills pract)

23)Subj/Topic: Mechanics Grades:10-12
Description: Students are given assignments involving speed, acceleration, time, distance; program checks their results.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K+dsk, Applesoft
Sce: Vernier Software \$24.95

%PROJECTILES (Simulation)

24)Subj/Topic: Mechanics Grades:10-12
Description: Allows student to experiment with projectile motion including the effects of air resistance & wind.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Vernier Software \$24.95

%ORBIT (Simulation)

25)Subj/Topic: Mechanics Grades:10-14
Description: Simulates motion of satellite around earth; students experiment with various conditions.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Vernier Software \$24.95

DYNAMICS (Tutorial)

26)Subj/Topic: Mechanics Grades:10-12
Description: Covers Newton's Laws of Motion; carefully designed problems, synopsis of material, fully explained solutions.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Teaching Assistant \$13.50
Rev's: PM W81(0)

+HARMONIC MOTION EXPERIMENT (Tutorial)

27)Subj/Topic: Mechanics Grades:10-14
Description: 6 lessons intro pendulum parts, conduct expts with varying lengths & masses; uses exper interface, motion sensor.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K ModIII + disk
Sce: Cambridge Dev Labs \$95

INTRODUCTORY MECHANICS (Computl tool)

28)Subj/Topic: Mechanics Grades:11-12
Description: Stud'ts modify sample progs to solve probs on applic of 2nd Law to harmonic oscil & 2-dimens particle motion.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2.1
Sce: Conduit \$45

NEWTON (Simulation)

29)Subj/Topic: Mechanics Grades:11-12
Description: Student investigates the prediction of satellite orbits using Newton's Laws.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; P8K+t; Ap/TRS32K+d
Sce: Conduit \$35
Rev's: SMW W83(+)

CURT (Educ'l game)

30)Subj/Topic: Mechanics Grades:11-12
Description: Practice using Newton's gravitational law & centripetal force equation in a spaceship game format.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Redcomp Services \$22.95

Physics: Mechanics (CONT)**%VECTOR** (Skills pract)

1)Subj/Topic: Mechanics Grades:11-12
Description: Student evaluates direction airplane must fly to reach a specified point, given magnitude & direction of wind.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.2/3.3
Sce: EduTech \$95

%MECHANICS (Concept demo)

2)Subj/Topic: Mechanics Grades:11-12
Description: Hunter-monkey paradox (using game paddles); vertical fall with & without air resistance; & planetary motion.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K DOS 3.2/3.3
Sce: EduTech \$65

%PLANETARY MOTION (Simulation)

3)Subj/Topic: Mechanics Grades:11-12
Description: Simulates orbits and periods of orbiting star(s); tests are made of Kepler's second and third laws.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: EduTech \$85

%PARABOLIC MOTION (Simulation)

4)Subj/Topic: Mechanics Grades:11-12
Description: Given initial speed and height (or angle), simulates trajectory; student finds g from time & distance meas.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: EduTech \$85

%THREE-BODY ORBITS (Simulation)

5)Subj/Topic: Mechanics Grades:11-12
Description: Plots the true orbits of any three gravitationally interacting bodies; 4 programs.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: EduTech \$95

%TARGET (Educ'l game)

6)Subj/Topic: Mechanics Grades:11-12
Description: Students take turns firing at an enemy, using initial conditions calculated individually; stores/reports perf.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2/3.3
Sce: EduTech \$95
Rev's: SMW W83(+)

LINEAR MOMENTUM (Simulation)

7)Subj/Topic: Mechanics Grades:11-12
Description: Designed to help learner understand collisions of hard spheres; many different collisions available for study.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+dsk, Applesoft
Sce: Educat'l Courseware \$36

AVERAGE VELOCITY (Tutorial)

8)Subj/Topic: Mechanics Grades:11-12
Description: Instruction & practice with the concept of average velocity; uses animated diagrams; includes scored quiz.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 8KPET/16KAp +tape
Sce: Merlan Scientific \$24

AVERAGE SPEED (Tutorial)

9)Subj/Topic: Mechanics Grades:11-12
Description: Instruction & practice on average speed problems; uses animated diagrams; includes scored quiz.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 8KPET/16KAp +tape
Sce: Merlan Scientific \$24

INTRO MECHANICS DRILL PEG (Skills pract)

10)Subj/Topic: Mechanics Grades:11-12
Description: Timed practice in using four basic mechanics formulas; game-like format; reports performance; 4 programs.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 8KPET/16KAp +tape
Sce: Merlan Scientific \$20

WAVES IN LIQ. MEDIUM-INTRO (Simulation)

11)Subj/Topic: Mechanics Grades:11-12

Description: Stud't examines animat'ns of pulses reflected from fixed & free ends, & hitting boundary betw 2 media; Ap ver \$36.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$28

GRAVITAT'L POTENT'L ENERGY (Simulation)

12)Subj/Topic: Mechanics Grades:11-12
Description: Experiment where student observes projectile moving in real time, computes k.e., deduces eq'n for pot. energy.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$22

ACCELERAT'N DUE TO GRAVITY (Simulation)

13)Subj/Topic: Mechanics Grades:11-12
Description: Experiment where student observes dense obj falling in real-time animation, computes g; prog checks results.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$20

LINEAR AIR TRK-ELAST COLIS (Simulation)

14)Subj/Topic: Mechanics Grades:11-12
Description: Student confirms Law of Conservation of Momentum by observing colliding objects on frictionless air track.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$24

%CONSERVATION (Tutorial)

15)Subj/Topic: Mechanics Grades:11-12
Description: Eight programs about energy and momentum including one game.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Cross Educatl Soft \$12

TARGET PRACTICE (Educ'l game)

16)Subj/Topic: Mechanics Grades:11-12
Description: Game to test knowledge of projectile motion equations; given 3 parameters, user calc's 4th; reports perf.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 8KPET/16KAp +tape
Sce: Merlan Scientific \$20

%CIRCULAR MOTION (Tutorial)

17)Subj/Topic: Mechanics Grades:11-12
Description: Covers circular motion, harmonic motion, and orbits; 5 programs and one game.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Cross Educatl Soft \$15

OSCILLATOR (Simulation)

18)Subj/Topic: Mechanics Grades:11-12
Description: Student investigates behavior of simple harmonic oscillator; options consider damping and forcing; uses grafix.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap32K+d; PET8K+t
Sce: Longman Group \$ n/av [pk33,5p]**

ALPHAMOON (Simulation)

19)Subj/Topic: Mechanics Grades:11-12
Description: Student explores effects of inverse square law forces on objects such as satellites, planets, alpha particles, etc.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap32K+d; PET8K+t
Sce: Longman Group \$ n/av [pk33,5p]**

FLIGHTPATH (Simulation)

20)Subj/Topic: Mechanics Grades:11-12
Description: Student explores behavior of projectiles; computes, graphs trajectory, considering air resistance if desired.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Ap32K+d; PET8K+t
Sce: Longman Group \$ n/av [pk33,5p]**

CUP THE BALL (Simulation)

21)Subj/Topic: Mechanics Grades:11-12
Description: Student calculates speed of ball to roll off table into randomly placed cup; computer displays trajectory.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III, tape
Sce: Micro Learningware \$7.95

%STATICS (Tutorial)

22)Subj/Topic: Mechanics Grades:11-12
Description: Five programs teaching the procedures for solving statics problems; each problem illustrated, vectors drawn.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3, Aplsft
Sce: Cross Educat \$12

%MOTION (Tutorial)

23)Subj/Topic: Mechanics Grades:11-12
Description: Nine programs teaching velocity & acceleration, motion on an inclined plane and rotational motion.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+DOS3.3, Aplsft
Sce: Cross Educatl Soft \$12

PROJECTILE ANALYSIS (Computl tool)

24)Subj/Topic: Mechanics Grades:11-12
Description: Solves the general projectile motion problem for time of flight, horizontal range, final vel, impact angle.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K +tape
Sce: Microphys \$20

PULLEY SYSTEMS - MACHINES (Skills pract)

25)Subj/Topic: Mechanics Grades:11-12
Description: Questions on analyzing pulley systems with single to triple movable blocks; dialog/exer. sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
Sce: Microphys \$20

MOMENTUM AND ENERGY (Skills pract)

26)Subj/Topic: Mechanics Grades:11-12
Description: Questions on linear momentum, impulse & kinetic energy; dialog or exer. sheets; reports student perform'nc.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
Sce: Microphys \$20

INELASTIC COLLISIONS (Skills pract)

27)Subj/Topic: Mechanics Grades:11-12
Description: Questions on the analysis of an inelastic collision; dialog or exercise sheets; reports student performance.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
Sce: Microphys \$20

ENERGY & THE INCLINED PLANE (Skills pract)

28)Subj/Topic: Mechanics Grades:11-12
Description: Questions on analysis of motion of a particle on an inclined plane; dialog or exer. sheets; reports perform'nc.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
Sce: Microphys \$20

PROJECTILE MOTION (Skills pract)

29)Subj/Topic: Mechanics Grades:11-12
Description: Questions on analyzing motion of projectile in flight; dialog or exer. sheets; reports student perform'nc.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
Sce: Microphys \$20

PULLEY SYSTEM - MACHINES (Skills pract)

30)Subj/Topic: Mechanics Grades:11-12
Description: Questions on analyzing pulley systems with single to triple movable blocks; dialog/exer. sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
Sce: Microphys \$20

CENTRIPETAL FORCE (Skills pract)

31)Subj/Topic: Mechanics Grades:11-12
Description: Questions on analyzing the motion of a particle in uniform circular motion; dialog/exer. sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdwre: BASIC; PET8K/Apl6K+t, ptr
Sce: Microphys \$20

Physics: Mechanics (CONT)**LINEAR KINEMATICS**

(Skills pract)

1) **Subj/Topic:** Mechanics **Grades:** 11-12
Description: Questions on linear motion & analyzing a graph of instantaneous speed vs time; dialog/exer. sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20
Rev's: SMW Su81(0)

Nucleonics**SCRAM-NUCLEAR POWER PLANT** (Simulation)

2) **Subj/Topic:** Nucleonics **Grades:** 6-12
Description: Student manages the operation of a nuclear power plant; simulated hazards such as earthquakes; ext graphics.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+tape, joystick
Sce: Atari Inc. \$24.95

SCATTER (Simulation)

3) **Subj/Topic:** Nucleonics **Grades:** 11-12
Description: Student does experiments with particle scattering using different materials.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; P8K+t; Ap/TRS32K+d
Sce: Conduit \$35
Rev's: PM Su80(0); JCR V1#1(0)

%SCATR2- PARTICLE SCATTER'G (Simulation)

4) **Subj/Topic:** Nucleonics **Grades:** 11-12
Description: Simulates and plots the distribution of alpha particle scattering from Thomson, Rutherford & hard-sphere models.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$14.95 [pk8,5p]**

%SCATR3- PARTICLE SCATTER'G (Simulation)

5) **Subj/Topic:** Nucleonics **Grades:** 11-12
Description: Plots the trajectories of alpha particles simulated in accordance with the Rutherford model.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$14.95 [pk8,5p]**

%SCATR1- PARTICLE SCATTER'G (Computl tool)

6) **Subj/Topic:** Nucleonics **Grades:** 11-12
Description: Calculates the angular distribution of scattered alpha particles for a lab experiment; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$14.95 [pk8,5p]**

SCHRODINGER (Computl tool)

7) **Subj/Topic:** Nucleonics **Grades:** 11-12
Description: 4 progs solve the Schrodinger equation for H atom, square well potential, and harmonic oscillator potential.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Ap32K+d; PET8K+t
Sce: Longman Group \$ n/av [pk33,5p]**

%ATOMIC PHYSICS (Tutorial)

8) **Subj/Topic:** Nucleonics **Grades:** 11-12
Description: 6 programs teach'g structure of atoms & causes of radioactive decay; some use a little math.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 48K + disk
Sce: Cross Educatl Soft \$30

Sound**SOUND** (Tutorial)

9) **Subj/Topic:** Sound **Grades:** 5-6
Description: Basic concepts of sound; everyday examples relate experiences, game reinforces & provides information & fun.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K + tape/disk
Sce: Right On Programs \$15

LOUDNESS (Skills pract)

10) **Subj/Topic:** Sound **Grades:** 10-12
Description: Given loudness & dist., find dist. where new random loudness will be;

hints,remed'n,calcul funct'n;dsk vers \$15.

Syst(s): PET**Lang/Min Hdware:** BASIC; 16K+tape or disk**Sce:** Classic Soft Prods \$9.95**LIGHTNING**

(Skills pract)

11) **Subj/Topic:** Sound **Grades:** 11-12
Description: Pract finding distance of a storm,given interval & temp; gives hints & remed help; has calc funct; on dsk \$14.95.
Syst(s): PET
Lang/Min Hdware: BASIC; Cassette tape
Sce: Classic Soft Prods \$9.95

MACH NUMBER (Skills pract)

12) **Subj/Topic:** Sound **Grades:** 11-12
Description: Pract finding mach no. of aircraft, given vel; gives hints & remedial help; has calc funct; dsk vers \$14.95.
Syst(s): PET
Lang/Min Hdware: BASIC; Cassette tape
Sce: Classic Soft Prods \$9.95

ECHOES (Skills pract)

13) **Subj/Topic:** Sound **Grades:** 11-12
Description: Pract finding width of valley based on echo timing; gives hints,remedial help; has calc funct;on dsk \$14.95.
Syst(s): PET
Lang/Min Hdware: BASIC; Cassette tape
Sce: Classic Soft Prods \$9.95

ENVELOPE CONSTRUCTION (Computl tool)

14) **Subj/Topic:** Sound **Grades:** 11-12
Description: Student can design & construct music timbres by plotting envelope of harmonics; hi-res displays of waves.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+disk, DAC brd
Sce: Micro-Music Inc. \$175

Waves**+PHYSICS - WAVE MOTION** (Skills pract)

15) **Subj/Topic:** Waves **Grades:** 9-12
Description: Practice w/ problems derived from 11 wave motion equations; solve for unknown; grading system included.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$30

WAVES (Skills pract)

16) **Subj/Topic:** Waves **Grades:** 10-12
Description: Find wave vel on beach given random no.,time between & length of waves; hints,remed'n,calcul funct'n;dsk vers \$15.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K+tape or disk
Sce: Classic Soft Prods \$9.95

%WAVE ADDITION (Concept demo)

17) **Subj/Topic:** Waves **Grades:** 10-14
Description: Draws in hi-res graphics results of wave superposition; beats, interference, & synthesis may be shown.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + disk
Sce: Vernier Software \$24.95

GROUP VELOCITY (Concept demo)

18) **Subj/Topic:** Waves **Grades:** 11-12
Description: Student controls wave length & velocity, also group vel., in demonstration of travel'g sine wave; 2 group types.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2.1
Sce: Conduit \$45

%WAVE MOTION (Simulation)

19) **Subj/Topic:** Waves **Grades:** 11-12
Description: Graphs simple and superimposed sine waves, including beats & standing waves, for study.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.2/3.3
Sce: EduTech \$85

WAVES IN LIN. MED-SUPERPOS (Simulation)

20) **Subj/Topic:** Waves **Grades:** 11-12
Description: Expores constructive/destructive interfer of pulses;stud't learns resultant wave patterns; Apple vers'n \$32.
Syst(s): Apple PET

Lang/Min Hdware: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$24

SUPERPOSITION PACKAGE (Concept demo)

21) **Subj/Topic:** Waves **Grades:** 11-12
Description: 2 programs show how waves add together to produce superposed forms; separate static & dynamic presentations.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 8KPET/16KAp +tape
Sce: Merlan Scientific \$20

WAVE DEMONSTRATIONS (Concept demo)

22) **Subj/Topic:** Waves **Grades:** 11-12
Description: For teacher; shows xvers & longitud'l waves, pulse interfer'c, standing waves; can freeze action; Ap vers \$32.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$24

PERIODIC MOTION (Tutorial)

23) **Subj/Topic:** Waves **Grades:** 11-12
Description: 5 progs introd period mot'n, cycle,longitud'l/xverse vibr'n,ampl,phase, period, freq; uses grafx; Apple vers \$40.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$32

PERIODIC WAVES- BASICS (Tutorial)

24) **Subj/Topic:** Waves **Grades:** 11-12
Description: 3 progs introd ideas of wave length,amplitude,period,frequency; most on xvers waves; demo's long waves;Ap ver \$36.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$28

PERIOD WAVES-INTERF/STANDG (Tutorial)

25) **Subj/Topic:** Waves **Grades:** 11-12
Description: 2 progs analyze production of standing waves on stretched spring by apply'g interfer'c ideas; Apple vers \$32.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+tape
Sce: Merlan Scientific \$24

TRANSVERSE STANDING WAVES (Skills pract)

26) **Subj/Topic:** Waves **Grades:** 11-12
Description: Questions on the standing wave pattern established in wire with ends fastened;dialog/exer. sheets;reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K+t,ptr
Sce: Microphys \$20

LONGITUDINAL STAND'G WAVES (Skills pract)

27) **Subj/Topic:** Waves **Grades:** 11-12
Description: Questions on longitudinal waves established in open & closed organ pipes; dialog/exer. sheets; reports perf.
Syst(s): Apple CBM PET
Lang/Min Hdware: BASIC; PET8K/Apl6K,t,ptr
Sce: Microphys \$20

SCIENCE: Technology Educ**+TRANSPORTATION** (Tutorial)

28) **Subj/Topic:** Technology Educ **Grades:** 1-3
Description: Provides brief history of transportation to present time; rocket game tests recall; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

+COMMUNICATIONS (Tutorial)

29) **Subj/Topic:** Technology Educ **Grades:** 5-6
Description: Provides basic facts on communications, its importance & usage, effects of speed; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

† This is a new entry in THE SOFTWARE FINDER.

* TSF Discount Coupon gets 10% off on this product.

** See Intro. and Sect. II-3.



SOCIAL SCIENCE

†YOUR COMMUNITY (Tutorial)

1)Subj/Topic: General Grades:1-3
Description: Teaches how land use influences areas; urban, suburban, rural; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

SOCIAL STUDIES - FARM LIFE (Tutorial)

2)Subj/Topic: General Grades:1-2
Description: Introduces basic concepts of farms, farm animals & products; also matching quest's on concepts; disk version \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Right On Programs \$13

HOLIDAYS AND FESTIVALS (Tutorial)

3)Subj/Topic: General Grades:1-3
Description: Intros U.S. nat'l holidays; incl vocabulary, games, customs & games; match'g game tests recall; disk vers \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Right On Programs \$13

†WORD RACE:AMER THEME,SOCST (Educ'l game)

4)Subj/Topic: General Grades:2-7
Description: 8 stud'ts work way across their tracks finding solutions to social studies problems; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t,24K+d;padls
Sce: Edupro \$19.95

†TEAM WORK:AMER THEME,SOCST (Educ'l game)

5)Subj/Topic: General Grades:2-7
Description: 2 teams of players work on solution to social studies concepts; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t,24K+d;padls
Sce: Edupro \$19.95

†COMMUNITY HELPERS (Tutorial)

6)Subj/Topic: General Grades:2-3
Description: Student learns about community helpers & their jobs, commonplace and unusual, for men & women; game; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

%USPOP - U.S. POPUL TRENDS (Simulation)

7)Subj/Topic: General Grades:7-12
Description: Student investigates the trends in U.S. population and their possible effects; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$19.95 [pk9,6p]**

%SAP- SURVEY ANALYSIS PKG (Computl tool)

8)Subj/Topic: General Grades:7-12
Description: Does statistical analysis of results of student survey projects; general purpose; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$15.95 [pk9,5p]**

SOCIAL SCIENCE: Civics/Govern't

CAPITAL QUIZ (Rote drill)

9)Subj/Topic: Civics/Govern't Grades:5-10
Description: Random output, used 2 ways: Given capital, name state; given state, name capital. Score displayed.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Mega-Byte Systems \$15.95

POLICY (Computl tool)

10)Subj/Topic: Civics/Govern't Grades:7-12
Description: Students organize to support or oppose governmental policies. Computer

used to register votes.

Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: N.C.C.C.D. \$5

†US GOV'T-DEMOCRACY AT WORK (Tutorial)

11)Subj/Topic: Civics/Govern't Grades:5-6
Description: Explains public & private government systems; contrasts communism & democracy; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†THE LAW (Tutorial)

11)Subj/Topic: Civics/Govern't Grades:7-14
Description: Learn about rights of protection: arrest, search, witnessing a crime & other legal issues; on disk \$29.95.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC;Ap32K+d,TRS 16K+t
Sce: Aquarius Publish's \$24.95

AMENDM'TS TO U.S.CONSTIT'N (Educ'l game)

12)Subj/Topic: Civics/Govern't Grades:10-12
Description: Up to 3 players compete in matching concepts with the numbers of the appropriate constitutional amendments.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Redcomp Services \$22.95

%POLICY- INTEREST GROUPS (Simulation)

13)Subj/Topic: Civics/Govern't Grades:10-12
Description: Teams take interest group roles in this exploration of interest group impact on our society & economy.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk10,6p]**

SOCIAL SCIENCE: Current Events

†WORD DRAW:WRLD AR US,LEADR (Educ'l game)

14)Subj/Topic: Current Events Grades:7-12
Description: 4 stud'ts simultaneously work on puzzles & problems that teach about world leaders; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K+t;24K+d;padls
Sce: Edupro \$19.95

ENERGY SEARCH (Simulation)

15)Subj/Topic: Current Events Grades:7-12
Description: Students manage an energy factory & recreate exciting steps taken in search of new energy sources.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; App48K+d/TRS32K+d
Sce: McGraw-Hill (EDL) \$180

ENERGY CZAR (Simulation)

16)Subj/Topic: Current Events Grades:8-12
Description: Student explores strategies for solving U.S. energy crisis; feedback given on growth,inflat'n,public satisf'n.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Atari Inc. \$ n/av
Rev's: PM Su81(+); SMW W83(-)

ENERGY (Simulation)

17)Subj/Topic: Current Events Grades:9-12
Description: The student tests his or her own decisions for solving the U.S. energy crisis.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K+dsk, ROM A/S
Sce: Minn Ed Comp Consrt \$36.80 [pk100,10p]**

USPOP (Simulation)

18)Subj/Topic: Current Events Grades:9-12
Description: Using 1970 census data, explore roles of fertility, birth distribution,sex ratio,population age,struct, etc.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: N.C.C.C.D. \$5

%ENERGY- SOLV'G U.S. CRISIS (Simulation)

19)Subj/Topic: Current Events Grades:9-12

Description: The student may test his or her own strategies to solve the U.S. energy crisis.

Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$ n/av [pk4,5p]**

%FUTURE (Simulation)

20)Subj/Topic: Current Events Grades:10-12
Description: Student investigates the possible implications of a past administration's energy plan.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk4,5p]**

%LIMITS TO GROWTH (Simulation)

21)Subj/Topic: Current Events Grades:10-12
Description: Student explores the effects of growth on world population,food supply, indust'l output,natural res'ces,pollution.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk4,5p]**

%EARTH - WORLD ENERGY (Data retr'val)

22)Subj/Topic: Current Events Grades:10-12
Description: Student has access to data on 83 nations for testing of hypotheses regarding the world energy situation.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk4,5p]**

CRIMEK (Simulation)

23)Subj/Topic: Current Events Grades:11-12.
Description: Simulates crime control in a large city.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K+dsk, ROM A/S
Sce: Minn Ed Comp Consrt \$36.80 [pk100,10p]**

DEMO-GRAPHICS (Data retr'val)

24)Subj/Topic: Current Events Grades:11-12
Description: Can be used to explore/demonstrate population trends in 40 countries and some of the factors affecting them.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + DOS 3.2.1
Sce: Conduit \$85

U.S. ENERGY; ENVIR/ECON (Simulation)

25)Subj/Topic: Current Events Grades:11-12
Description: Students explore interaction of U.S. economy, energy supply/demand, and physical environs as impacts publ policy.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K ModI/III+disk
Sce: Conduit \$50

STREETS OF THE CITY (Educ'l game)

26)Subj/Topic: Current Events Grades:11-12
Description: User heads 10-yr program to improve streets & transit syst within limits of financial, labor & polit'l factors.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; 32K Ap/TRS,40K At
Sce: Compuware \$24.95 [pk25,2p]**

SOCIAL SCIENCE: Economics

SELL APPLES (Simulation)

27)Subj/Topic: Economics Grades:3-6
Description: The student runs a simulated apple stand & explores how and why prices are set.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrt \$30 [pk74,7p]**
Rev's: MJ W81(+)

SELL PLANTS (Simulation)

28)Subj/Topic: Economics Grades:4-8
Description: Class sells tomato plants & explores the effects of various approaches to pricing & advertising.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrt \$30 [pk74,7p]**
Rev's: MJ W81(+)

SOCIAL SCIENCE: Economics (CONT)

LEMONADE (Educ'l game)
 1)Subj/Topic: Economics Grades:4-12
Description: Several teams run own lemonade stands, make daily decisions regarding price, prod level & advert'g;also on disk.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Atari Prog Exchnge \$15.95

SELL LEMONADE (Educ'l game)
 2)Subj/Topic: Economics Grades:5-12
Description: Student teams run lemonade stands & explore pricing, advertising & setting production levels for max profit.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrt \$30 [pk74,7p]**
Rev's: MJ W81(0)

†VIC LEMONADE (Educ'l game)
 2)Subj/Topic: Economics Grades:5-12
Description: Classic economics game for 2 players; tunes & color graphics; covers pricing, advertis'g, produc'n level, etc.
Syst(s): VIC-20
Lang/Min Hdware: BASIC; 8K + tape
Sce: Taylormade Softwe \$14.95

KINGDOM (Educ'l game)
 3)Subj/Topic: Economics Grades:6-10
Description: Student is ruler of a small country & tries to allocate resources to maximize popul'n; develops math skills.
Syst(s): Atari
Lang/Min Hdware: BASIC; 8K + tape
Sce: Atari Inc. \$14.95
Rev's: PM Su80(0)

SAMPLING (Concept demo)
 4)Subj/Topic: Economics Grades:6-12
Description: Random samples of 5 scores are taken from population; shows graphically central tendency; also on disk.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdware: BASIC; PET8K/others16K+t
Sce: Schl & Home CseWar \$24.95 [pk17,2p]**
Rev's: MT 2/82(+)

SELL BICYCLES (Educ'l game)
 5)Subj/Topic: Economics Grades:6-12
Description: Two teams run bicycle manufacturing companies; explore pricing, advertising, production levels, competition.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrt \$30 [pk74,7p]**
Rev's: MJ W81(+)

HAMMARABI (Educ'l game)
 6)Subj/Topic: Economics Grades:6-10
Description: Game in which the user tries to manage the economy of ancient Sumeria to support maximum population.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$9.95 [pk10,6p]**

KINGDOM (Educ'l game)
 7)Subj/Topic: Economics Grades:6-12
Description: Pupil is the ruler of an ancient kingdom; tries to effectively manage people and resources.
Syst(s): PET TRS-80
Lang/Min Hdware: BASIC; 8KPET/16KTRS+tape
Sce: Micro Learningware \$7.95

†SUMER (Educ'l game)
 8)Subj/Topic: Economics Grades:7-12
Description: A simulation which combines role play & economics to rule an ancient kingdom.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrt \$30 [pk126,5p]**
Rev's: MJ W81(0)

SANTA PARAVIA & FIUMACCIO (Educ'l game)
 9)Subj/Topic: Economics Grades:7-12
Description: Up to 6 students/teams compete in managing economies of neighboring Italian city states in A.D. 1400.
Syst(s): Apple PET TRS-80

Lang/Min Hdware: BASIC; Ap48K+others16K+t
Sce: Instant Software \$9.95
Rev's: MJ V3#2(0); PM Ed#12(+)

PRINCIPLES OF ECONOMICS (Tutorial)
 10)Subj/Topic: Economics Grades:10-12
Description: Complete survey course from capitalism through GNP to problems of growth;req's Educ'l Master Cartr'dg @ \$30.
Syst(s): Atari
Lang/Min Hdware: BASIC; 8K + tape
Sce: Atari Inc. \$29.95

†BALPAY-BALANCE OF PAYMENTS (Simulation)
 11)Subj/Topic: Economics Grades:11-12
Description: User explores factors affecting U.S. balance of payments situation.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk10,5p]**

SOCIAL SCIENCE: Geography

†GREAT MAINE TO CALIF RACE (Educ'l game)
 12)Subj/Topic: Geography Grades: K-2
Description: Student ans quest'ns about state he's in to drive on toward CA; plays against another player or computer.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+ disk
Sce: Hayden Book Co. \$34.95

†BEGINNING GEOGRAPHY (Tutorial)
 13)Subj/Topic: Geography Grades:1-3
Description: Teaches basic map skills and directions; symbols for rivers, mountains, cities, etc; game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

WORLD POLAR REGIONS (Tutorial)
 14)Subj/Topic: Geography Grades:1-3
Description: Gives basic info on this climatic region & on its flora & fauna; match'g game checks recall; disk vers \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Appl6K/PET8K+tape
Sce: Right On Programs \$13

†WORD DRAW:STATES,CAP,LMONK (Educ'l game)
 15)Subj/Topic: Geography Grades:2-7
Description: 4 stud'ts solve puzzles w/ various formats that contain state names, capitals, familiar landmarks; disk \$24.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t,24K+d
Sce: Eudpro \$19.95

TIC-TAC STATES (Rote drill)
 16)Subj/Topic: Geography Grades:3-6
Description: This program is set in game format with players matching states & capitals in order to get on the board.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: Comm*Data Comp Hse \$9.95

CONTINENTS-MEDALIST SERIES (Skills pract)
 17)Subj/Topic: Geography Grades:3-10
Description: Shapes,details given; stud't must guess answer; can buy clues (multiple level clue difficulty); hi-res graphics.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+Applesoft,dsk
Sce: Hartley Courseware \$39.95

STATES - MEDALIST SERIES (Skills pract)
 18)Subj/Topic: Geography Grades:3-10
Description: Shape given; student guesses state;can buy clues such as nickname,etc.; teacher can change clues; hi-res graphics.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K+Applesoft,dsk
Sce: Hartley Courseware \$39.95

CAPITALS QUIZ (Rote drill)
 19)Subj/Topic: Geography Grades:3-7
Description: Multiple choice drill of capitals in: United States, Americas, Asia, Africa, Europe, Mid-East-Asia.

Syst(s): TRScol
Lang/Min Hdware: BASIC; 16K + tape
Sce: Color Sftwe Svcs \$19.95

†UNITED STATES GEOGRAPHY (Tutorial)
 20)Subj/Topic: Geography Grades:4-9
Description: Teaches & quizzes on states, cap'tls, major cities, rivers, lakes,mtns, sites,state borders; graphics,maps, guide.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$35

†WORLD GEOGRAPHY (Tutorial)
 21)Subj/Topic: Geography Grades:4-9
Description: Teaches & quizzes on 7 continents; major countries, capitals,cities, oceans,rivers, lakes, mtns,borders,guide.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Concept Educ'l Sft \$35

†WORLD MAP (Tutorial)
 22)Subj/Topic: Geography Grades:4-12
Description: Intro to world geography; explains land, water, air; major continents & oceans; graphics; review.
Syst(s): CP/M
Lang/Min Hdware: BASIC; 56K + disk
Sce: Generic Software \$19.95
Rev's: ET 10/82(+)

†STATES OF THE U.S. (Tutorial)
 23)Subj/Topic: Geography Grades:4-6
Description: Provides basic background info about America; fun matching game follows; on disk \$15.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; Apl6K+d;PET8K+t
Sce: Right On Programs \$13

†STATES/CAPTLS/PRES/V-PRES (Educ'l game)
 24)Subj/Topic: Geography Grades:4-12
Description: Provides reinforcement of states, capitals; 2nd prog on presidents & vice presidents; game format.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K+ disk or tape
Sce: Edco \$25

†GLOBE MASTER II (Educ'l game)
 25)Subj/Topic: Geography Grades:4-12
Description: Student is drilled in geography with set of 9 high res maps.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Versa Computing \$39.95

†GLOBE MASTER (Educ'l game)
 26)Subj/Topic: Geography Grades:4-12
Description: Student is drilled in geography with set of 8 high res color maps.
Syst(s): Atari
Lang/Min Hdware: BASIC; 32K + disk
Sce: Versa Computing \$29.95
Rev's: CRC V1#1(-)

†THE STATES GAME (Educ'l game)
 27)Subj/Topic: Geography Grades:4-10
Description: Learn about the different states while guessing them from descriptive clues.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K+ tape or disk
Sce: Brain Bank \$60

STATES & CAPITALS (Rote drill)
 28)Subj/Topic: Geography Grades:4-9
Description: Program draws map with state outlined; student must identify the state & give its capital; reports perf'nc.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Atari Inc. \$ n/av
Rev's: CC 9/80; PM Su81(+)

EUROPEAN COUNTRIES,CAPIT'L (Rote drill)
 29)Subj/Topic: Geography Grades:4-9
Description: Program draws a map with country outlined; student must identify country & give its capital; reports perf.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K + tape
Sce: Atari Inc. \$ n/av

SOCIAL SCIENCE: Geography (CONT)

%STATE GUESS (Rote drill)
 1)Subj/Topic: Geography Grades:4-10
Description: Computer "tries" to guess a state based on information given by student; reviews geographical facts.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Basics & Beyond \$24.95 [pk15,20p]**
Rev's: CC 9/80

ASTRO WORD SEARCH:GEOGRAPH (Skills pract)
 2)Subj/Topic: Geography Grades:4-8
Description: Creates word search puzzles w/ geog place names; 3 progs; reports student perf; Apple & Atari disk vers,\$23.95.
Syst(s): Apple Atari PET TRS-80
Lang/Min Hdwre: BASIC; PET 8K;others 16K
Sce: Program Design Inc \$16.95

NATIONS AND CAPITALS (Educ'l game)
 3)Subj/Topic: Geography Grades:4-10
Description: Up to 3 players compete in naming countries, given their capitals & vice versa; players select the region.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Redcomp Services \$22.95

STATES & STATES2 (Rote drill)
 4)Subj/Topic: Geography Grades:4-9
Description: Two drill programs to test & develop student ability to recall state names, locations & capitals.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consrst \$30 [pk74,7p]**
Rev's: MJ W81(+)

U.S. MAP (Rote drill)
 5)Subj/Topic: Geography Grades:4-9
Description: Drills student on identities of states and their capitals on a U.S. map on the screen; disk version \$24.95.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Compuware \$11.95 [pk46,4p]**
Rev's: MJ V3#2(+)

U.S. GEOGRAPHY (Rote drill)
 6)Subj/Topic: Geography Grades:4-9
Description: Introduces & drills on state capitals; accepts like phonetic spellings; gives performance report at end.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Demi-Software \$9.95
Rev's: TCT 11/81(0)

CAPITALS (Rote drill)
 7)Subj/Topic: Geography Grades:4-8
Description: Drill on the states and their capitals.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ModI/III+tape
Sce: Software Industries \$9.90 [pk76,3p]**

NATIONS (Rote drill)
 8)Subj/Topic: Geography Grades:4-8
Description: Guess correct name of nation & its capital. Format similar to Hangman; user receives points for correct letter.
Syst(s): PET
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Comm>Data Comp Hse \$9.95

GEOGRAPHICAL NEIGHBORS (Skills pract)
 9)Subj/Topic: Geography Grades:4-12
Description: Computer poses state (country); stud't gives neighbor;incl USA,Asia, Latin Amer,Africa,Europe; disk vers \$104.
Syst(s): PET TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: E. David & Assoc. \$99

GEOGRAPHY EXPLORER: USA (Tutorial)
 10)Subj/Topic: Geography Grades:4-12
Description: Instr'n & pract on U.S. regions & states includ'g locat'ns,capitals, popul'ns,etc.; ext graphx; on disk \$49.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+t;32K+d;Mdl/3
Sce: Instant Software \$29.95
Rev's: TCT 5/82(0); PM Ed#12(+); SMW Su82(+)

STATE CAPITALS (R drill)
 11)Subj/Topic: Geography Grades:4-8
Description: Lists states, then gives capitals one at a time for identification; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk53,5p]**

ATLAS OF CANADA (Rote drill)
 12)Subj/Topic: Geography Grades:4-12
Description: Drill on recognizing shapes & locations of provinces & on identifying prov capitals/landmarks;w/ hints,perf rep.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Atari Prog Exchnng \$22.95

U.S. GEOGRAPHY QUIZ (Rote drill)
 13)Subj/Topic: Geography Grades:4-10
Description: Computer displays outline of state on screen; student names state, its capital & the year it entered the Union.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 32K ModI/III,disk
Sce: Mic'comp Soft Sys \$40

U.S. GEOGRAPHY QZ-REGIONS (Rote drill)
 14)Subj/Topic: Geography Grades:4-9
Description: 4 programs drill students on states: map shape, capital city, date admitted to the Union.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Mic'comp Soft Sys \$60

MAPS AND GLOBES (Skills pract)
 15)Subj/Topic: Geography Grades:4-8
Description: Poses questions on material in "Maps & Globes" (Job & Wolf); gives immediate feedback; tracks progress;19tapes.
Syst(s): Apple Atari PET TRScol VIC-20
Lang/Min Hdwre: BASIC; Ap/Col+d;At/P/V+t
Sce: Micro-Ed \$136

STATES AND CAPITALS (Rote drill)
 16)Subj/Topic: Geography Grades:4-8
Description: Program drills user on randomly selected states & their capitals; computer gives clues if needed.
Syst(s): Apple PET TRS-80 TRScol
Lang/Min Hdwre: BASIC; 8KPET/16KAp,TRS+t
Sce: Micro Learningware \$7.95

REGIONS OF THE U.S. (Rote drill)
 17)Subj/Topic: Geography Grades:4-9
Description: Drill where user identifies the U.S. regions in which randomly selected states are located.
Syst(s): Apple PET TRS-80 TRScol
Lang/Min Hdwre: BASIC; 8KPET/16KAp,TRS+t
Sce: Micro Learningware \$7.95

TOURING"GET HERE TO THERE" (Educ'l game)
 18)Subj/Topic: Geography Grades:4-12
Description: Computer poses starting and ending locations and asks for tour; 5 continents; disk price: \$104.
Syst(s): PET TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: E. David & Assoc. \$99

TOURING AMERICA (Educ'l game)
 19)Subj/Topic: Geography Grades:4-12
Description: Computer poses starting & ending locations & asks for tour; with graphics; disk price \$29.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+tape;32K+disk
Sce: E. David & Assoc. \$24.95

†GEOGRAPHY EXPLORER: EUROPE (Tutorial)
 20)Subj/Topic: Geography Grades:5-12
Description: Teaches ess'ntl geographical facts on ea country; name, location, govt, chief export, lang, features, etc;d\$49.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+t; 32K+d
Sce: Instant Software \$29.95

†GEOGRAPHY EXPLORER:MIDEAST (Tutorial)
 21)Subj/Topic: Geography Grades:5-12
Description: Teaches ess'ntl geographical facts on ea country; name, location, govt, chief eexport, language, features, etc.
Syst(s): TRS-80

Lang/Min Hdwre: BASIC; 32K + disk
Sce: Instant Software \$49.95

%COUNTRY GUESS (Skills pract)
 22)Subj/Topic: Geography Grades:5-10
Description: Computer "tries" to guess a country based on information given by the student; reviews geographical facts.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III,tape
Sce: Basics & Beyond \$24.95 [pk14,30p]**

EUROPEAN MAP (Rote drill)
 23)Subj/Topic: Geography Grades:5-12
Description: Drill on identifying European countries on a screen-displayed map; disk version \$24.95.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Compuware \$11.95 [pk29,3p]**

SUPERMAP (Data retr'val)
 24)Subj/Topic: Geography Grades:5-12
Description: State capitals drill plus data base & maps for city/state locations, city facts,ecolog'l regions,solar radia'n.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: The Software Guild \$35

FOREIGN CAPITALS (Rote drill)
 25)Subj/Topic: Geography Grades:5-10
Description: Drill on identifying the capitals of major countries; on disk \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk53,5p]**
Rev's: SMW Su81(-)

WORLD AREA BY COUNTRY (Rote drill)
 26)Subj/Topic: Geography Grades:5-10
Description: Drill on relative geographical areas of major countries; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk55,5p]**

POPULATION OF WORLD CITIES (Rote drill)
 27)Subj/Topic: Geography Grades:5-10
Description: Drill on listing the world's urban areas according to their populations; disk version \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk55,5p]**

WORLD POPUL'N BY COUNTRY (Rote drill)
 28)Subj/Topic: Geography Grades:5-10
Description: Drill on relative population sizes of major countries; on disk \$24.95.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Jensen Software \$19.95 [pk55,5p]**

COUNTRY (Rote drill)
 29)Subj/Topic: Geography Grades:5-10
Description: Drill on countries and the continents in which they are located.
Syst(s): Apple TRS-80 TRScol
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Micro Learningware \$7.95

ALASKA THE GREAT LAND (Tutorial)
 30)Subj/Topic: Geography Grades:5-12
Description: Multi-media unit including among mater's an introductory hi-res lesson to reinforce, test facts & concepts.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Applecort \$250

†REGIONS OF THE UNITED STATES (Skills pract)
 31)Subj/Topic: Geography Grades:6-9
Description: Students rev'w states region by region, then are requested to identify states and spell them correctly.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 32K + disk
Sce: Educat'l Activit's \$39.95

SOCIAL SCIENCE: Geography (CONT)

†**NOMAD** (Educ'l game)
 1)Subj/Topic: Geography Grades:6-9
 Description: An educational game which develops map reading skills using a game format.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 32K + DOS 3.3
 Sce: Minn Ed Comp Consrt \$30 [pk126,5p]**

WORLD GEOGRAPHY (Rote drill)
 2)Subj/Topic: Geography Grades:6-10
 Description: Introduces & drills on world capitals; accepts like phonetic spellings; session-end performance report.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Demi-Software \$9.95

†**WORD DRAW:WORLD AND US,GEOG** (Educ'l game)
 3)Subj/Topic: Geography Grades:7-12
 Description: 4 stu'ts work to solve geography puzzles & problems; on disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdwre: BASIC; 16K+t;24K+d;joyst
 Sce: Edupro \$19.95

SHORE FEATURES (Tutorial)
 4)Subj/Topic: Geography Grades:7-12
 Description: Intro, questions,tutorial on 12 different geographical features of shores&beaches;color grafx locat'g feat's.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 32K + DOS 3.3
 Sce: TYC Software \$24.95

MAPWARE (Computl tool)
 5)Subj/Topic: Geography Grades:7-12
 Description: Enables user to create and store hi-res maps of any region in any of 4 different projections; incl's 5 samples.
 Syst(s): Atari
 Lang/Min Hdwre: BASIC; 40K + disk
 Sce: Atari Prog Exchnng \$22.95

†**MAP READING** (Tutorial)
 6)Subj/Topic: Geography Grades:9-14
 Description: Using a problem solving approach, teaches effective use & interpretation of road map skills; on disk \$29.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
 Sce: Aquarius Publish's \$24.95

†**ISOPLETH MAP MAK'G PACKAGE** (Computl tool)
 7)Subj/Topic: Geography Grades:9-14
 Description: Create own maps such as topographic contour maps;a line drawn a graph or a map connecting all pts equal value.
 Syst(s): Atari
 Lang/Min Hdwre: BASIC; 32K + disk
 Sce: Atari Prog Exchnng \$22.95

SOCIAL SCIENCE: History

†**WORD DRAW:FAMOUS AMERICANS** (Educ'l game)
 8)Subj/Topic: History Grades:2-7
 Description: 4 students together solve puz's & probs using inventors, explorers reformers, athletes, artists,etc;d\$24.95.
 Syst(s): Atari
 Lang/Min Hdwre: BASIC; 16K+t;24K+d;joyst
 Sce: Edupro \$19.95

†**WORD DRAW: PRESIDENTS** (Educ'l game)
 9)Subj/Topic: History Grades:2-7
 Description: 4 stud'ts work cooperatively or compet'vly to solve puzzles involv'g presid'ts, 1st ladies, etc; disk \$24.95.
 Syst(s): Atari
 Lang/Min Hdwre: BASIC; 16K+t;24K+d;joyst
 Sce: Edupro \$19.95

AMERICAN HISTORY - BIOG'S (Tutorial)
 10)Subj/Topic: History Grades:3-5
 Description: Intro's famous Americans in pilgram,colonial,westward periods;a few facts about ea; vocab, game; disk ver \$15.
 Syst(s): Apple PET

Lang/Min Hdwre: BASIC; 16K + tape
 Sce: Right On Programs \$13

†**UNITED STATES PRESIDENTS** (Tutorial)
 11)Subj/Topic: History Grades:4-9
 Description: Gives history of & quizzes on all U.S. presidents; grading system and teacher guide.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K+ tape or disk
 Sce: Concept Educ'l Sft \$30

†**TWO BUILT AMERICA** (Tutorial)
 12)Subj/Topic: History Grades:4-5
 Description: Teaches why immigrants came & what they brought & built here; game follows; on disk \$15.
 Syst(s): Apple PET
 Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
 Sce: Right On Programs \$13

†**GROWTH OF UNITED STATES** (Tutorial)
 13)Subj/Topic: History Grades:4-5
 Description: Teaches reasons, causes and famous people who helped build America; game follows; on disk \$15.
 Syst(s): Apple PET
 Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
 Sce: Right On Programs \$13

†**FLAGS OF EUROPE** (Rote drill)
 14)Subj/Topic: History Grades:4-12
 Description: Helps become an expert at recognizing European flags; 2 kinds of quizzes; correct answer hears native song.
 Syst(s): Atari
 Lang/Min Hdwre: BASIC; 48K + tape
 Sce: Atari Prog Exchnng \$22.95

AMERICAN INDIANS (Tutorial)
 15)Subj/Topic: History Grades:4-6
 Description: Intros various tribes, their home regions & ways of life, & what they taught new Americans; disk version \$15.
 Syst(s): Apple PET
 Lang/Min Hdwre: BASIC; 16K + tape
 Sce: Right On Programs \$13

STATES - ORDER OF ENTRY (Rote drill)
 16)Subj/Topic: History Grades:4-9
 Description: Drill on the order of entry of states into the Union; on disk \$24.95.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III+tape
 Sce: Jensen Software \$19.95 [pk54,5p]**

PRESIDENTS-ORDER OF OFFICE (Rote drill)
 17)Subj/Topic: History Grades:4-9
 Description: Drill on the order in which U.S. Presidents held office; on disk \$24.95.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III+tape
 Sce: Jensen Software \$19.95 [pk54,5p]**

PRESIDENTS OF THE U.S. (Rote drill)
 18)Subj/Topic: History Grades:4-12
 Description: Mult-choice drill on U.S. presidents; ea question has 4 clues which change w/ session; 2 levels; perf reports.
 Syst(s): Atari
 Lang/Min Hdwre: BASIC; 24K + tape
 Sce: Atari Prog Exchnng \$15.95

TRAIL WEST (Educ'l game)
 19)Subj/Topic: History Grades:4-10
 Description: Player manages available resources on trip to Calif. gold fields; includes random events; extensive graphics.
 Syst(s): PET VIC-20
 Lang/Min Hdwre: BASIC; PET8K/VIC5K+tape
 Sce: Micro-Ed \$7.95

PRESIDENTS (Rote drill)
 20)Subj/Topic: History Grades:4-10
 Description: Program drills the student on the Presidents of the United States.
 Syst(s): Apple PET TRS-80 TRScol
 Lang/Min Hdwre: BASIC; 8KPET/16KAP,TRS+t
 Sce: Micro Learningware \$7.95

ALASKA NATIVES MULTI-MEDIA (Tutorial)
 21)Subj/Topic: History Grades:4-7
 Description: 4 disks covering the 4 native Alaskan cultures and one which gives a comprehensive test; also other media.
 Syst(s): Apple

Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Applecort \$250

†**STARS IN THE UNION** (Concept demo)
 22)Subj/Topic: History Grades:5-10
 Description: Student enters N, prog shows U.S. flag w/N stars; star patterns simulate historic flags; on disk \$20.
 Syst(s): Apple Atari TRS-80
 Lang/Min Hdwre: BASIC; 16K;TRS+t,Ap/At+d
 Sce: Cybernetic Info \$15

†**THE MIDDLE AGES** (Tutorial)
 23)Subj/Topic: History Grades:5-6
 Description: Provides basic historic, political & economic facts of period; game follows; on disk \$15.
 Syst(s): Apple PET
 Lang/Min Hdwre: BASIC; Apl6K+d;PET8K+t
 Sce: Right On Programs \$13

†**MEET THE PRESIDENTS** (Educ'l game)
 24)Subj/Topic: History Grades:6-10
 Description: Historical skills tested & visual recognition practiced w/ 39 orig full color computer graphic portraits.
 Syst(s): Apple
 Lang/Min Hdwre: BASIC; 48K + disk
 Sce: Versa Computing \$39.95
 Rev's: CCS 82(0); CC 4/82(+); ET 9/82(+)

†**NEW CONTIN'T IS DISCOVERED** (Tutorial)
 25)Subj/Topic: History Grades:5-8
 Description: Designed to promote appreciation of people & events that shaped the early discoveries; on disk \$29.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
 Sce: Aquarius Publish's \$24.95

†**THE THIRTEEN COLONIES** (Tutorial)
 26)Subj/Topic: History Grades:5-8
 Description: Designed to promote understanding of events that formed & brought together the 13 Colonies; on disk \$29.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
 Sce: Aquarius Publish's \$24.95

†**AMERICAN EXPLORERS** (Tutorial)
 27)Subj/Topic: History Grades:5-8
 Description: Designed to promote understanding of events & rugged people who helped a young nation grow; on disk \$29.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
 Sce: Aquarius Publish's \$24.95

†**JAMESTOWN,EARLY SETTLEMENT** (Tutorial)
 28)Subj/Topic: History Grades:5-8
 Description: Designed to promote understanding of the reasons & events that led to search'g new beginnings; on disk \$29.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
 Sce: Aquarius Publish's \$24.95

†**STRUGGLE FOR INDEPENDENCE** (Tutorial)
 29)Subj/Topic: History Grades:5-8
 Description: Designed to promote understanding about people & events that led to taking steps to independence; disk \$29.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
 Sce: Aquarius Publish's \$24.95

†**WESTERN EXPANSION** (Tutorial)
 30)Subj/Topic: History Grades:5-8
 Description: Designed to promote understanding of the westward movement; geography & vocabulary enrichment; disk \$29.95.
 Syst(s): Apple TRS-80
 Lang/Min Hdwre: BASIC; Ap32K+d,TRS 16K+t
 Sce: Aquarius Publish's \$24.95

U.S. HISTORY (Rote drill)
 31)Subj/Topic: History Grades:5-10
 Description: Introduces & drills on U.S. Presidents incl gen'l info; takes like phonetic spellings; performance report.
 Syst(s): TRS-80
 Lang/Min Hdwre: BASIC; 16K ModI/III,tape
 Sce: Demi-Software \$9.95

† This is a new entry in THE SOFTWARE FINDER. ** See Intro. and Sect. II-3.

SOCIAL SCIENCE: History (CONT)**ANCIENT CIVILIZATIONS** (Skills pract)

1)Subj/Topic: History Grades:5-12
Description: Ancient civilizations are on maps appear'g on screen; stud'ts identify each; reports perf; also on disk.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: Micro-Ed \$14.95

OCEANS & CONTINENTS (Skills pract)

2)Subj/Topic: History Grades:5-12
Description: Continents & oceans appear on screen; stud'ts identify them by locations; reports perf; also on disk.
Syst(s): PET
Lang/Min Hdware: BASIC; 16K + tape
Sce: Micro-Ed \$14.95

EARLY HUMANS (Tutorial)

3)Subj/Topic: History Grades:5-6
Description: Prehistoric man, how lived & learned; clothing, food, weapons, travel transportation; game follows.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K + tape /disk
Sce: Right On Programs \$15

EARLY CIVILIZATIONS (Tutorial)

4)Subj/Topic: History Grades:5-6
Description: Early Greek, Roman civilization introduced; famous names & places play a part.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K + tape/disk
Sce: Right On Programs \$15

†LINCOLN'S DECISION (Simulation)

5)Subj/Topic: History Grades:6-9
Description: Student is presented with choices Abe Lincoln faced & is challenged to duplicate his decisions.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 32K + disk
Sce: Educat'l Activit's \$49

†FURS (Simulation)

6)Subj/Topic: History Grades:6-9
Description: A simulation of fur trade as it was carried on in eastern North America in the 1770's.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.3
Sce: Minn Ed Comp Consr't \$30 [pk126,5p]**

†OREGON (Educ'l game)

7)Subj/Topic: History Grades:6-9
Description: A simulation of a trip by covered wagon as it might have occurred from Missouri to Oregon City in 1847.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.3
Sce: Minn Ed Comp Consr't \$30 [pk126,5p]**

†VOYAGEUR (Educ'l game)

8)Subj/Topic: History Grades:6-9
Description: A simulation of transport of furs by canoe in northern Minnesota & southern Ontario in early 1800's.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.3
Sce: Minn Ed Comp Consr't \$30 [pk126,5p]**

PIONEERING IN TECHNOLOGY (Tutorial)

9)Subj/Topic: History Grades:6-12
Description: Set of 4 audio visual progs. providing a narrated history of modern technology; quiz and scoring.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Radio Shack \$94.95

INVENT'NS THAT CHNGD LIVES (Tutorial)

10)Subj/Topic: History Grades:6-12
Description: Set of 4 tapes provides narrated A-V history of inventors & their inventions; quiz and performance score.
Syst(s): TRS-80
Lang/Min Hdware: Author; 16K + tape
Sce: Radio Shack \$94.95

†U.S. CONSTITUTION TUTOR (Tutorial)

11)Subj/Topic: History Grades:7-14
Description: Reviews U S Constitution;

explains ans on 175 all-level mult choice quests; instruct or test modes; scoring.

Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + disk
Sce: Micro Lab \$30
Rev's: ST 11/81

†WORD DRAW:WRLD ARD US,HIST (Educ'l game)

12)Subj/Topic: History Grades:7-12
Description: 4 stud'ts work to solve history games & puzzles; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t;24K+d;padls
Sce: Edupro \$19.95

†TEAM WORK:WRLD AR US, HIST (Educ'l game)

13)Subj/Topic: History Grades:7-12
Description: 2 teams of 4 studs together work to find solution to concepts presented in their "windows"; on disk \$24.95.
Syst(s): Atari
Lang/Min Hdware: BASIC; 16K+t;24K+d
Sce: Edupro \$19.95

†WORD RACE:WRLD AR US, HIST (Educ'l game)

14)Subj/Topic: History Grades:7-12
Description: 8 students work to solve puzzles about history; on disk \$24.95.
Syst(s): Atari Atari PET TRS-80 VIC-20
Lang/Min Hdware: BASIC; 16K+t;24K+d;padls
Sce: Edupro \$19.95

†DISCOVERING AMERICA I & II (Tutorial)

15)Subj/Topic: History Grades:7-12
Description: Covers concept of community, people of America, national symbols, government; overview of 1600's to present.
Syst(s): Apple
Lang/Min Hdware: BASIC; 48K + DOS 3.3/3.2
Sce: Ctr-Educ'l E.D.E. \$90

GEOGRAPHY SEARCH (Simulation)

16)Subj/Topic: History Grades:7-12
Description: Stud't explorer teams search for New World & learn cooperation, mapp'g, navigation, climate, recordkeep'g & more.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K+d/TRS32K+d
Sce: McGraw-Hill (EDL) \$180
Rev's: SMW Su81(+);CCN 1-2/82(+);EL 1-2/82(+)

COMMUNITY SEARCH (Simulation)

17)Subj/Topic: History Grades:7-12
Description: Students are in ancient society forced to move; make decisions about migrat'n,occupat'ns,trade,aggress'n & more.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K+d/TRS32K+d
Sce: McGraw-Hill (EDL) \$180
Rev's: EL V2#3(+)

ARCHAEOLOGY SEARCH (Simulation)

18)Subj/Topic: History Grades:7-12
Description: Stud't research teams organize excavation of historical site; collect data & formulate theories about ancients.
Syst(s): Apple TRS-80
Lang/Min Hdware: BASIC; App48K+d/TRS32K+d
Sce: McGraw-Hill (EDL) \$180

FUR TRADER (Educ'l game)

19)Subj/Topic: History Grades:8-11
Description: The player leads a fur trading expedition in 1779, trying to sell furs & get supplies; lots of hazards.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Compuware \$11.95 [pk28,5p]**

†BUFFLO-WILDLIFE CONSERVAT'N (Simulation)

20)Subj/Topic: History Grades:8-12
Description: Explores the effects of alternate harvesting policies on buffalo population; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk1,6p]**

†THE DECADES GAME I,II,III (Educ'l game)

21)Subj/Topic: History Grades:9-12
Description: Players learn historical data as they determine dates of events in America's politics, economics, art, etc.
Syst(s): Apple PET
Lang/Min Hdware: BASIC; 16K;Ap+d;PET+tor'd
Sce: Brain Bank \$60

CIVIL (Educ'l game)

22)Subj/Topic: History Grades:9-12
Description: Reenacts Civil War battles with the student as the Union or Confederate commander who chooses strategy.
Syst(s): Apple
Lang/Min Hdware: BASIC; 32K + DOS 3.2
Sce: Minn Ed Comp Consr't \$30 [pk74,7p]**
Rev's: MJ W81(0)

†HISTORIC SCROLL (Concept demo)

23)Subj/Topic: History Grades:10-12
Description: Prints upto 30 parallel time lines denoting begin & end of events stored on disk; identify contemporaries.
Syst(s): TRS-80
Lang/Min Hdware: BASIC; 32K ModI/3 +d,prt
Sce: Cybernetic Info \$20

WORLD HISTORY (Tutorial)

24)Subj/Topic: History Grades:10-12
Description: Instruction & questions on world history from prehistory to the Cold War;req's Educ'l Syst Master Cart'dg @ \$30.
Syst(s): Atari
Lang/Min Hdware: BASIC; 8K + tape
Sce: Atari Inc. \$29.95
Rev's: CC 9/80

U.S. HISTORY (Tutorial)

25)Subj/Topic: History Grades:10-12
Description: Complete survey course from Age of Exploration to the Atomic Age; requires Educ'l Syst Master Cartridge @ \$30.
Syst(s): Atari
Lang/Min Hdware: BASIC; 8K + tape
Sce: Atari Inc. \$29.95
Rev's: CC 9/80

LIMITS (Simulation)

26)Subj/Topic: History Grades:10-12
Description: Student explores the effects of growth on world population, pollution, food supply, indust'l output & nat resrcs.
Syst(s): Atari PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Compuware \$24.95 [pk45,3p]**

REVOLUTIONARY WAR QUIZ (Educ'l game)

27)Subj/Topic: History Grades:10-12
Description: Two players compete on trying to answer questions on the Revolutionary War; user can change questions.
Syst(s): Apple PET TRS-80 TRS-80
Lang/Min Hdware: BASIC; 8K PET/16K Ap,TRS+t
Sce: Micro Learningware \$7.95
Rev's: CRC V1#1(-)

SOCIAL SCIENCE: Political Science**HAT IN THE RING-PRES ELECT** (Educ'l game)

28)Subj/Topic: Political Scien Grades:6-12
Description: Two presidential-candidate players take turns allocating resources in a campaign; acquaints with politics.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: Micro-Ed \$9.95

POLICY (Simulation)

29)Subj/Topic: Political Scien Grades:7-12
Description: Students organize to support or oppose governmental policies. Computer used to register votes.
Syst(s): PET
Lang/Min Hdware: BASIC; 8K + tape
Sce: N.C.C.C.D. \$5

ANNAM-STUDY DEVEL COUNTRY (Simulation)

30)Subj/Topic: Political Scien Grades:7-12
Description: Using this program promotes an understanding of contemporary world affairs; also available on disk.
Syst(s): Apple PET TRS-80
Lang/Min Hdware: BASIC; 16K + tape
Sce: Educat'l Activit's \$49



SPECIAL EDUCATION

SOCIAL SCIENCE: Political Scien (CONT)

§ELECT3 - CAMPAIGN/ELECTION (Simulation)
 1)Subj/Topic: Political Scien Grades:8-12
Description: Simulates behavior of the U.S. electorate; teams role-play a campaign & election; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk10,6p]**

§ELECT1,2 - PAST ELECTIONS (Simulation)
 2)Subj/Topic: Political Scien Grades:8-12
Description: The student explores campaign strategies in 14 American presidential elections; a Huntington II program.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk10,6p]**

†PRESIDENT ELEC (Educ'l game)
 3)Subj/Topic: Political Scien Grades:9-14
Description: Game duplicates every factor of the campaign proces using historical or contrived candidates; backup \$10.
Syst(s): Apple
Lang/Min Hdwre: BASIC; 48K+ disk
Sce: Strategic Simul'ns \$39.95
Rev's: ET 1/82(+); CRC VI1(+); JCMST(+)

U.S. GOVERNMENT (Tutorial)
 4)Subj/Topic: Political Scien Grades:9-12
Description: A survey course on U.S. government from the Constitution to international affairs;req's Educ'l Mast Cart\$30.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Atari Inc. \$29.95

§POLSYS- POLITICAL PROCESS (Simulation)
 5)Subj/Topic: Political Scien Grades:9-12
Description: Students assume several different roles in this simulation of municipal political processes.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk10,6p]**

ELECTORAL COLLEGE (Simulation)
 6)Subj/Topic: Political Scien Grades:9-12
Description: Projects the outcome of presidential elections by comparing current and past data.
Syst(s): Apple PET TRS-80
Lang/Min Hdwre: BASIC; 8K PET; 16KAp/TRS
Sce: Krell Software \$24.95

PRIMARY FIGHT (Educ'l game)
 7)Subj/Topic: Political Scien Grades:9-12

Description: Up to 6 players compete for nomination of their party; results depend on campaign strategy & mathematical skill.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Krell Software \$29.95 [pk93,5p]**

§TIGHTROPE POLITICS (Simulation)
 8)Subj/Topic: Political Scien Grades:9-12
Description: Simul of political decision-making; shows difficulty of taking precise stands on controvers issues in elect'n yr.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K+ModI/III+tape
Sce: Basics & Beyond \$14.95 [pk119,3p]**
Rev's: SMW W83(0)

HAIL TO THE CHIEF (Simulation)
 9)Subj/Topic: Political Scien Grades:10-12
Description: User campaigns for Presidency, making weekly decisions on publicity, issues, & fund raising;4 models,10 levels.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Compuware \$24.95
Rev's: SMW W82(+)

SOCIAL SCIENCE: Sociology

SOCIOLOGY (Tutorial)
 10)Subj/Topic: Sociology Grades:10-12
Description: A survey course on sociology from culture & society to urbanization; req's Educ'l Syst Master Cartr'dg @ \$30.
Syst(s): Atari
Lang/Min Hdwre: BASIC; 8K + tape
Sce: Atari Inc. \$29.95
Rev's: CC 9/80

USPOP (Simulation)
 11)Subj/Topic: Sociology Grades:10-12
Description: Student investigates various aspects of population change, including growth, age & sex distribution.
Syst(s): Atari PET TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Compuware \$24.95 [pk45,3p]**

§MASPAR- MASS PARTICIPATION (Simulation)
 12)Subj/Topic: Sociology Grades:11-12
Description: Studies the relationship between social status, organization involvement & political participation.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K ModI/III+tape
Sce: Project LOCAL Soft \$17.95 [pk10,6p]**

SIGMA-KK (Educ'l game)
 13)Subj/Topic: General Grades: K-5
Description: Addition drill for random one-digit problems based on a hockey game format for the slow learner.
Syst(s): TRS-80
Lang/Min Hdwre: BASIC; 16K + tape
Sce: Mercer Systems \$5.95

PIAT ERROR ANALYSIS (Teacher aid)
 14)Subj/Topic: General Grades:1-12
Description: Printout of interpretations & list of goals & objectives for remediation.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: So Micr Sys for Ed \$395

WISC-R COMPUTER (Teacher aid)
 15)Subj/Topic: General Grades:1-12
Description: Will provide interpretations & recommendations based on sub-test scores & achievement.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: So Micr Sys for Ed \$495

UNISTAR 1 (Teacher aid)
 16)Subj/Topic: General Grades:1-12
Description: Pre-IEP for elem. learning disabilities; provides a list of goals & objectives for individual; has printout.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K + disk
Sce: Sled Software \$650

THE SPELLING PROGRAM (Skills pract)
 17)Subj/Topic: General Grades:1-12
Description: Includes 5 basic spelling rules, tutorials, drill & additional language skills; Apple version: \$230.00.
Syst(s): Apple PET
Lang/Min Hdwre: BASIC; App48K+dsk; P8K+t
Sce: Sled Software \$199

EMH - PRE-IEP (Teacher aid)
 18)Subj/Topic: General Grades:1-12
Description: Printout of goals & objectives including survival skills & vocational objectives.
Syst(s): Apple TRS-80
Lang/Min Hdwre: BASIC; 48K+disk
Sce: So Micr Sys for Ed \$650

II-2 SUMMARY LISTINGS BY HARDWARE SYSTEM

Separate listings are provided here for Apple II; Atari 400/-800; Commodore PET/CBM, VIC-20, and 64; Radio Shack TRS-80 Models I/III and Color Computer; and the CP/M operating system. These listings are intended for use by readers interested in software for a specific system(s). Entries are sequenced by school department, subject (and in some cases topic), and lowest applicable grade level.

Each piece of software is described here in a one-line entry. An entry contains name, grade level range, application type, and the number of the page where a full product description appears.

For example, consider the third entry in the listings on the next page. It refers to a product called TESTING PROGRAM/ACCOUNTING which is applicable to Accounting/Bookkeeping courses

in the Business department. It is a skills practice program and is recommended for grades 9 through 12. The dagger to the left of the name indicates that this is the first time that this product has appeared in SMW DIRECTORY. The number (4-04) indicates that the full description of the product appears on page 4 and is the 4th entry on that page.

In order to locate the complete description of a piece of software found here, simply find the page number given at the far right side of the product listing and refer to that page in Subsection II-1. The descriptions in II-1 give a short description, minimum hardware and system software requirements, distribution media, supplier name, price, any special information regarding packaging, and references to reviews where available.

APPLE II SOFTWARE

LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE	LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE
BUSINESS: Accountg/Bookg					BUSINESS: Business Math				
9	BUSINESS VOL 3- ACCOUNTING	9 - 12	Computl tool	4-02	9	TAXING!	9 - 12	Tutorial	4-13
	MICROCOMPUTR APPL'NS/ACCTG	9 - 12	Tutorial	4-03		RULE OF 78	9 - 12	Concept demo	4-14
10	TESTING PROGRAM/ACCOUNTING	9 - 12	Skills pract	4-04	BUSINESS: Business Princs				
11	GENERAL LEDGER	10 - 12	Skills pract	4-07		DECISION-MAKING SIMULAT'NS	9 - 12	Simulation	4-21
	BUSINESS VOL 2 - PAYROLL	11 - 12	Simulation	4-10		PROFIT AND LOSS	9 - 12	Simulation	4-22
BUSINESS: Data Processing						THE ENTERPRISE SANDWICH	9 - 14	Simulation	4-23
	BUSINESS V3 (ACCTG SYSTEM)	9 - 12	Computl tool	4-25		†CARTELS & CUTTHROATS	9 - 14	Educ'l game	4-24
	NEVADA COBOL	9 - 12	Lang proces'r	4-26	COMPREHENSIVE: Statistics				
	†BUSINESS APPLICATIONS	9 - 12	Concept demo	4-27	1	STATISTICS WITH DAISY	1 - 12	Computl tool	7-15
	†THE USES OF A DATABASE	9 - 12	Concept demo	4-28	7	STATISTICS	7 - 12	Computl tool	7-17
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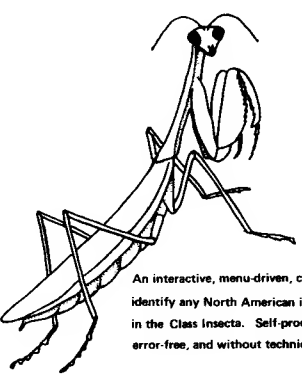
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9	†BONDING IN MOLECULES	9 - 13	Tutorial	81-03		STERL	7 - 12	Simulation	84-01
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					8	ENERGY SEARCH	7 - 12	Simulation	84-03
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† This is a new entry in THE SOFTWARE FINDER.

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						REFRACTION OF LIGHT	11 - 12	Skills pract	88-14
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2	†DINOSAURS	2 - 4	Tutorial	85-03		OPTICS ANALYSIS	11 - 12	Computl tool	88-17
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1	†MATTER AND ENERGY	1 - 3	Tutorial	85-08	9	†PHYSICS - FREE FALL	9 - 14	Simulation	88-19
3	†ELECTRICITY	3 - 4	Tutorial	85-09	10	KINEMATICS	10 - 12	Skills pract	88-23
5	†MATTER	5 - 6	Tutorial	85-10		PROJECTILES	10 - 12	Simulation	88-24
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7	†CHEMISTRY I	7 - 12	Tutorial	85-12	11	INTRODUCTORY MECHANICS	11 - 12	Computl tool	88-28
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3	SELL APPLES	3 - 6	Simulation	91-27		EARLY CIVILIZATIONS	5 - 6	Tutorial	95-04
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4	†STATES OF THE U.S.	4 - 6	Tutorial	92-23	7	ANNAM-STUDY DEVEL COUNTRY	7 - 12	Simulation	95-30
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ATARI 400/800 SOFTWARE

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					8	SPELLING	8 - 12	Skills pract	32-17
					Vocabulary				
					K	SPATIAL RELATIONS	K - 1	Skills pract	32-28
						†WORD MEMORY	K - 6	Educ'l game	33-07
					1	WORDMAKER	1 - 12	Educ'l game	33-11
					2	WORD DEMONS 1- TO/TOO/TWO	2 - 6	Skills pract	33-24
						LETTERMAN - TAPE VERSION	2 - 8	Educ'l game	33-25
						LETTERMAN - DISK VERSION	2 - 8	Educ'l game	33-26
					3	MINICROSSWORD	3 - 8	Educ'l game	34-02
						WORD-MATE	3 - 6	Educ'l game	34-05
						FISHING FOR HOMONYMS	3 - 6	Educ'l game	34-06
					4	WANTED	4 - 8	Educ'l game	34-24

† This is a new entry in THE SOFTWARE FINDER.

LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE	LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE
ENGLISH: Vocabulary (CONT)					GUIDANCE: Career Inform'n				
5	†VOCABULARY SERIES	5 - 12	Rote drill	35-08	7	†CAREER CHOICES	7 - 14	Computl tool	45-25
6	GUESSWORD	6 - 10	Educ'l game	35-11					
	†WORDWRIGHT	6 - 12	Educ'l game	35-18					
7	VOCABULARY BUILDER 1: BEG. VOCABULARY BUILDER 2: ADV. †WORD RACE:WORD RECREATIONS	7 - 12 7 - 12 7 - 12	Skills pract Skills pract Educ'l game	35-23 35-24 35-30					
9	SYNONYM SERIES	9 - 12	Skills pract	36-07	HEALTH				
Writing					4	WHAT'S IN YOUR LUNCH? COUNTING CALORIES	4 - 12 4 - 12	Concept demo Concept demo	45-28 46-01
K	†STORY MACHINE	K - 4	Educ'l game	36-13	HOME ECONOMICS: Foods				
4	†THE BANK STREET WRITER	4 - 12	Word proces'r	36-22					
ENGLISH: Literature					INDUSTRIAL ARTS: El-tronics/trcty				
2	†WORD DRAW: AMER WRITERS	2 - 7	Educ'l game	37-01	9	†RESISTORS	9 - 14	Skills pract	48-06
	†WORD RACE:AMER THEME, LIT	2 - 7	Educ'l game	37-02					
7	†WORD DRAW:WRLD ARD US, LIT	7 - 12	Educ'l game	37-07					
	†WORD RACE:WRLD ARD US, LIT	7 - 12	Educ'l game	37-08					
9	ASTRO QUOTES	9 - 9	Skills pract	37-09	MATHEMATICS				
FINE ARTS: Art					3	PYTHGORAS AND THE DRAGON	3 - 12	Educ'l game	49-03
K	†DELTA DRAWING	K - 6	Computl tool	37-16	MATHEMATICS: Basic Skills				
	†FACE MAKER	K - 3	Educ'l game	37-17	Multiple Topics				
	†JILLS TWINKLE	K - 1	Educ'l game	37-18	K	†EARLY GAMES/YOUNG CHILDREN	K - 2	Educ'l game	49-12
	†PICTURE-PLAY	K - 12	Educ'l game	37-19	1	CDI MATH LEVEL A	1 - 2	Skills pract	49-21
3	†PAINT	3 - 14	Computl tool	37-22		CLASSROOM MGT SYST MATH A	1 - 3	Teacher aid	49-22
4	†GRAPHICS COMPOSER	4 - 12	Skills pract	37-24	3	CDI MATH LEVEL B	3 - 4	Skills pract	50-02
	†DRAWPIC	4 - 14	Computl tool	37-26	4	CLASSROOM MGT SYST MATH B	4 - 8	Teacher aid	50-07
7	†SKETCHPAD	7 - 14	Computl tool	38-01	5	CDI MATH LEVEL C	5 - 6	Skills pract	50-09
9	†STEREO 3-D GRAPHICS PACK'G	9 - 12	Computl tool	38-03	6	†BASIC MATH COMPETENCY DRIL	6 - 9	Skills pract	50-14
FINE ARTS: Music					7	†TEAM WORK:WRLD AR US, MATH	7 - 12	Educ'l game	50-16
K	†THE MAGIC MELODY BOX	K - 12	Computl tool	38-04	Arithmetic				
	PLAYER PIANO	K - 8	Computl tool	38-05	K	†MATH HUNT:ADDTN/SUBTRACTN	K - 3	Educ'l game	50-21
1	PLAYER PIANO	1 - 12	Computl tool	38-09		†MATH RACE:ADD'TN/SUBTRAC'N	K - 3	Educ'l game	50-22
	KEYBOARD ORGAN	1 - 12	Computl tool	38-10		†TEAM WORK: MATHEMATICS	K - 3	Educ'l game	50-23
	TONAL ENCOUNTER	1 - 6	Skills pract	38-17		†TEN LITTLE ROBOTS	K - 1	Skills pract	51-02
5	†ADVANCED MUSIC SYSTEM	5 - 14	Computl tool	39-06		COUNTING BEE	K - 3	Rote drill	51-11
	†RHYTHM PLAY	5 - 10	Skills pract	39-07		MATH FACTS - LEVEL I	K - 2	Tutorial	51-12
	†VISUAL INTERVALS	5 - 10	Skills pract	39-08		†CUBBYHOLES	K - 4	Educ'l game	52-03
	†MISSING NOTE	5 - 10	Skills pract	39-09		†THREE R MATH SYSTEM	K - 8	Skills pract	52-04
	†AURAL INTERVAL	5 - 10	Skills pract	39-10	1	MATH GAMES	1 - 3	Educ'l game	52-07
	†COUNTING	5 - 10	Rote drill	39-11		FACT TRACK	1 - 6	Rote drill	52-24
	†WRONG NOTE	5 - 10	Skills pract	39-12		CON*PUTATION	1 - 6	Educ'l game	53-01
	†RHYTHM	5 - 10	Skills pract	39-13		NUMBER BLAST	1 - 10	Educ'l game	54-02
	NOTE TYPES	5 - 12	Rote drill	39-14		MATH DIVING	1 - 6	Skills pract	54-06
	NAME THE NOTE	5 - 12	Rote drill	39-15		GALAXY MATH FACTS GAME	1 - 9	Educ'l game	54-11
	KEY SIGNATURES	5 - 12	Rote drill	39-16		GRANDPRIX	1 - 9	Educ'l game	54-12
	TERMS	5 - 12	Rote drill	39-17		†LOOKAHEAD	1 - 12	Educ'l game	54-21
	ENHARMONICS	5 - 12	Rote drill	39-18		†PICK IT	1 - 8	Educ'l game	54-22
6	†MUSICAL COMP'TR-MUSICTUTOR	6 - 12	Tutorial	39-20		†VIDEO MATH FLASH CARDS	1 - 4	Rote drill	54-29
7	MUSIC COMPOSER	7 - 12	Computl tool	39-22		†GAME DISK #1	1 - 5	Educ'l game	55-02
9	MECC MUSIC TERMS/NOTATIONS	9 - 12	Rote drill	39-28		†MATH DUEL	1 - 6	Educ'l game	55-03
FOREIGN LANGUAGE: French						†BASIC MATH	1 - 4	Educ'l game	55-04
1	†COUNTER	1 - 3	Skills pract	40-22		†MUSICAL MATH	1 - 4	Educ'l game	55-09
9	LANGUAGE TEACHER - FRENCH	9 - 12	Rote drill	42-16		†BASIC MATH	1 - 3	Tutorial	55-11
	CONVERSATIONAL FRENCH	9 - 12	Skills pract	42-17		†SHIP'S AHOY - MATH DRILL	1 - 3	Skills pract	55-12
	ASTRO WORD SEARCH: FRENCH	9 - 11	Skills pract	42-19	2	DIVISION DRILL	2 - 8	Rote drill	55-28
FOREIGN LANGUAGE: German						MATH PRACTICE	2 - 8	Skills pract	56-23
1	†COUNTER	1 - 3	Skills pract	42-21		ARITHMETIC GAMES	2 - 6	Educ'l game	57-05
9	LANGUAGE TEACHER - GERMAN	9 - 12	Rote drill	43-09		MATH FACTS LEVEL III	2 - 4	Skills pract	57-10
	CONVERSATIONAL GERMAN	9 - 12	Skills pract	43-10		†MAGIC SQUARES	2 - 0	Skills pract	57-13
FOREIGN LANGUAGE: Italian						†BIG MATH ATTACK	2 - 6	Educ'l game	57-17
	CONVERSATIONAL ITALIAN	9 - 12	Skills pract	43-26		†MATH HUNT: MATH FACTS, +/-	2 - 7	Educ'l game	57-19
FOREIGN LANGUAGE: Spanish						†MATH HUNT:AMER YRS,MULT/DV	2 - 7	Educ'l game	57-20
K	†COUNTER	K - 3	Skills pract	44-13		†MATH RACE: AMER THEME, +/-	2 - 7	Educ'l game	57-21
6	†CONVERSATIONAL SPANISH	6 - 14	Skills pract	45-03		†MATH RACE:AMER THEME,MULDV	2 - 7	Educ'l game	57-22
8	ASTRO WORD SEARCH: SPANISH	8 - 11	Skills pract	45-17		†MATH FOOTBALL	2 - 5	Educ'l game	57-24

† This is a new entry in THE SOFTWARE FINDER.

LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE	LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE
MATHEMATICS: Arithmetic (CONT)					MISCELLANEOUS				
	†MATH UFO	3 - 7	Educ'l game	57-30					
	SOCCER MATH	3 - 8	Educ'l game	58-05					
	MATH FACTS GAMES I	3 - 6	Educ'l game	58-10					
	ADDITION WITH CARRYING	3 - 5	Skills pract	58-18					
7	NEW SUBTRACTION	7 - 12	Tutorial	59-14	3	†KNOW YOUR MONEY	3 - 6	Tutorial	73-16
	†MATH HUNT:SCI YRS,MULT/DIV	7 - 12	Educ'l game	59-16					
	†MATH RACE: MATH RECREAT'NS	7 - 12	Educ'l game	59-17	K	PRESCHOOL IQ BUILDER	K - 1	Skills pract	73-21
	†WORD RACE:WRLD AR US,MULDV	7 - 12	Educ'l game	59-18	3	†MAZEMAKER	3 - 6	Educ'l game	74-02
Currency					MISCELLANEOUS: Basic Skills				
2	USING MONEY &MAKING CHANGE	2 - 4	Tutorial	60-03					
4	CASH REGISTER	4 - 6	Simulation	60-13					
Decimals/Percts					SCIENCE				
	EDU-WARE DECIMALS	4 - 12	Tutorial	61-06	9	†SCIENTIFIC NOTATION	9 - 14	Educ'l game	74-10
6	DECIMAL ESTIMATION	6 - 12	Skills pract	61-11					
7	NUMBER SERIES	7 - 9	Skills pract	61-15					
Factoring					SCIENCE: Basic Skills				
3	FACTORING TRINOMIALS	3 - 8	Skills pract	61-19	2	†WORD RACE: AMER THEME/SCI	2 - 7	Educ'l game	74-11
7	†MATH HUNT:SPACE FRONT,PWRS	7 - 12	Educ'l game	62-08	5	APPROXIMATE MEASUREMENT 1	5 - 12	Tutorial	75-01
	†MATH RACE:POWERS & ROOTS	7 - 12	Educ'l game	62-09	6	APPROXIMATE MEASUREMENT 2	6 - 12	Tutorial	75-02
					7	†TEAM WORK:WRLD AR US,SCINC	7 - 12	Educ'l game	75-09
Fractions									
2	†MATH HUNT:AMER SPORTS;FRCT	2 - 7	Educ'l game	62-13					
4	TYPING FRACTIONS	4 - 12	Tutorial	63-23					
	EDU-WARE FRACTIONS	4 - 12	Tutorial	64-07					
7	†MATH HUNT:WRLD ARD US,GEOG	7 - 12	Educ'l game	64-22					
Logic					SCIENCE: Astronomy				
6	†CODEWORD	6 - 10	Educ'l game	65-05	6	†BIG DIPPER	6 - 12	Concept demo	75-15
					9	†STARWARE	9 - 14	Computl tool	75-29
Measurement									
5	APPROXIMATE MEASUREMENT 1	5 - 12	Tutorial	65-17					
	SMALLEST UNIT OF MEASURE	5 - 12	Tutorial	65-18					
6	APPROXIMATE MEASUREMENT 2	6 - 12	Tutorial	65-19					
Numeration									
K	†COUNTER	K - 2	Skills pract	66-01					
	MATH HUNT:NUMBER RELATNSHP	K - 3	Educ'l game	66-02					
	†MATH RACE:NUMBERS RELAT'N	K - 3	Educ'l game	66-03					
1	MATH FACTS LEVEL 11	1 - 3	Skills pract	66-23	4	†FROGMMASTER	4 - 12	Educ'l game	76-09
2	†MATH RACE:AMER THEME,# REL	2 - 7	Educ'l game	66-30	5	CIRCULATION	5 - 8	Tutorial	76-12
7	†MATH RACE:WRLD AR US,# REL	7 - 12	Educ'l game	67-11		ODELL LAKE	5 - 8	Educ'l game	76-13
						ODELL WOODS	5 - 8	Simulation	76-14
					9	POP	9 - 12	Simulation	77-13
8	NUMBER BASE CONVERSION	8 - 12	Tutorial	67-12					
Time & Distance									
K	HICKORY DICKORY	K - 5	Skills pract	67-15					
	TELLING TIME COMPUTER SET	K - 3	Tutorial	67-17					
2	†CLOCKFACE	2 - 0	Skills pract	67-30					
MATHEMATICS: Algebra									
3	GUESS THE RULE	3 - 12	Educ'l game	68-16					
6	LESSONS IN ALGEBRA	6 - 12	Tutorial	68-20					
7	PLOT	7 - 12	Computl tool	68-24					
8	BASIC ALGEBRA	8 - 11	Tutorial	69-04					
	ALGEBRA I	8 - 12	Skills pract	70-03					
	†SOLVING EQUATIONS	8 - 9	Skills pract	70-05					
MATHEMATICS: Analysis									
11	GRAPH IT	11 - 12	Computl tool	71-07					
MATHEMATICS: Consumer Math									
9	TAXING!	9 - 12	Skills pract	71-23					
MATHEMATICS: General Math									
7	SIGN DRILL	7 - 12	Skills pract	71-25					
	LASER CHASER	7 - 12	Skills pract	71-26					
MATHEMATICS: Statistics									
10	STATISTICS I	10 - 12	Computl tool	72-26					
† This is a new entry in THE SOFTWARE FINDER.									

LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE	LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE
SOCIAL SCIENCE: Economics (CONT)					2	†WORD DRAW:FAMOUS AMERICANS	2 - 7	Educ'l game	94-08
	SAMPLING	6 - 12	Concept demo	92-04		†WORD DRAW: PRESIDENTS	2 - 7	Educ'l game	94-09
10	PRINCIPLES OF ECONOMICS	10 - 12	Tutorial	92-10	4	†FLAGS OF EUROPE	4 - 12	Rote drill	94-14
SOCIAL SCIENCE: Geography						PRESIDENTS OF THE U.S.	4 - 12	Rote drill	94-18
2	†WORD DRAW:STATES,CAP,LNDMK	2 - 7	Educ'l game	92-15	5	†STARS IN THE UNION	5 - 10	Concept demo	94-22
4	†GLOBE MASTER	4 - 12	Educ'l game	92-26	7	†WORD DRAW:WRLD ARD US,HIST	7 - 12	Educ'l game	95-12
	STATES & CAPITALS	4 - 9	Rote drill	92-28		†TEAM WORK:WRLD AR US, HIST	7 - 12	Educ'l game	95-13
	EUROPEAN COUNTRIES,CAPIT'L	4 - 9	Rote drill	92-29	10	†WORD RACE:WRLD AR US, HIST	7 - 12	Educ'l game	95-14
	ASTRO WORD SEARCH:GEOGRAPH	4 - 8	Skills pract	93-02		WORLD HISTORY	10 - 12	Tutorial	95-24
	ATLAS OF CANADA	4 - 12	Rote drill	93-12		U.S. HISTORY	10 - 12	Tutorial	95-25
						LIMITS	10 - 12	Simulation	95-26
SOCIAL SCIENCE: History					SOCIAL SCIENCE: Political Science				
7	MAPS AND GLOBES	4 - 8	Skills pract	93-15	9	U.S. GOVERNMENT	9 - 12	Tutorial	96-04
	†WORD DRAW:WRLD ARD US,GEOG	7 - 12	Educ'l game	94-03	SOCIAL SCIENCE: Sociology				
	MAPWARE	7 - 12	Computl tool	94-05	10	SOCIOLOGY	10 - 12	Tutorial	96-10
9	†ISOPLETH MAP MAK'G PACKAGE	9 - 14	Computl tool	94-07		USPOP	10 - 12	Simulation	96-11

COMMODORE PET/CBM SOFTWARE

BUSINESS: Accountg/Bookg

9	MICROCOMPUTR APPL'NS/ACCTG	9 - 12	Tutorial	4-03
	TESTING PROGRAM/ACCOUNTING	9 - 12	Skills pract	4-04
10	DEPRECIATION	10 - 12	Computl tool	4-08

BUSINESS: Business Math

9	TAXING!	9 - 12	Tutorial	4-13
	BANK RECONCILIATION	9 - 12	Computl tool	4-15
10	ANNUITIES	10 - 12	Computl tool	4-16
	LOAN AMORTIZATION	10 - 12	Computl tool	4-17

BUSINESS: Business Princs

9	DECISION-MAKING SIMULAT'NS	9 - 12	Simulation	4-21
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BUSINESS: Data Processing

	NEVADA COBOL	9 - 12	Lang proces'r	4-26
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BUSINESS: Typing

1	TYPING	1 - 12	Rote drill	5-06
6	MICROTypING	6 - 12	Rote drill	5-20
7	TYPERIGHT	7 - 12	Tutorial	5-23
	†TYPING STRATEGY	7 - 12	Tutorial	5-24
	†LETTER MAN	7 - 12	Educ'l game	5-25

BUSINESS: Busin's English

	WRITING COMPETENCY PROGRAM	7 - 12	Tutorial	6-03
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CAREER EDUCATION:

9	TRUCKER	9 - 12	Educ'l game	6-05
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COMPREHENSIVE

1	COMPUGRADE	1 - 12	Teacher aid	6-18
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COMPREHENSIVE: Basic Skills

K	†TEACHER'S PET	K - 2	Skills pract	6-25
1	CONCENTRATION	1 - 12	Educ'l game	7-03
	MEMORY BUILDER: CONCENTR'N	1 - 6	Educ'l game	7-04
	†EDUCATIONAL PACKAGE I	1 - 14	Skills pract	7-06

COMPREHENSIVE: Author Lang's

4	†VANILLA PILOT	4 - 12	Author lang	8-30
7	TEACHER'S TOOLKIT	7 - 14	Author lang	9-01

COMPREHENSIVE: Aptit Test Prep

	ANALOGIES	7 - 12	Tutorial	9-02
	†SAT VERBAL SKILLS-ETIMO'GY	7 - 12	Tutorial	9-03

	†SAT VERBL SKLS-WRD CATEG'S	7 - 12	Tutorial	9-04
	†SAT VERBAL SKLS-WRD RELAT	7 - 12	Tutorial	9-05
	†SAT VERBAL SKILLS-SYNONYMS	7 - 12	Tutorial	9-06
	†SAT VERBAL SKILLS-ANTONYMS	7 - 12	Tutorial	9-07
	†SAT VERBAL SKILLS-DEFINTNS	7 - 12	Tutorial	9-08
10	COMPETENCY EXAM PREPARAT'N	10 - 12	Tutorial	9-23
	ENGLISH ACHIEVEMENT I-V	10 - 12	Rote drill	9-24

Multiple Topics

	COLLEGE BOARD 81/82 PREP'N	10 - 12	Skills pract	9-29
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COMPREHENSIVE: Class Mgt Aids

K	CMS - NUMBERS & OPERATIONS	K - 6	Teacher aid	10-09
	GRADES	K - 12	Teacher aid	10-10
1	ANALYSIS I & II	1 - 12	Teacher aid	10-14
	TEACHER'S AID	1 - 12	Teacher aid	10-15
	MARKS	1 - 12	Teacher aid	10-29
	QUIZSTAT	1 - 12	Teacher aid	11-01
	READING LEVEL	1 - 12	Teacher aid	11-02
	GRADE AVERAGES	1 - 12	Teacher aid	11-06
	READABILITY INDEX	1 - 12	Teacher aid	11-07
	MEDIA REGISTER	1 - 12	Teacher aid	11-10
	†MASTER GRADES PROGRAM	1 - 12	Teacher aid	11-22

COMPREHENSIVE: Drill/Test Gens

	QUESLO - QUESGEN	1 - 12	Teacher aid	12-06
	SCRAMBLE	1 - 12	Skills pract	12-10
	SPELL 'N TIME	1 - 12	Rote drill	12-11
	WORD SEARCH	1 - 12	Skills pract	12-13
	MATCH GAME	1 - 12	Educ'l game	12-14
	FLASH SPELL HELICOPTER	1 - 12	Skills pract	12-19
	THE PUZZLER	1 - 12	Skills pract	12-21
4	STUDY MADE EASY	4 - 12	Rote drill	13-18
6	T,S-SPELL	6 - 12	Rote drill	13-20
7	HANGMAN	7 - 12	Educ'l game	13-22

COMPUTER SCIENCE: Computer Prog'g

2	KIDSTUFF	2 - 12	Lang proces'r	13-29
4	†VANILLA PILOT	4 - 12	Author lang	14-01
6	HOW TO PROGRAM IN BASIC	6 - 14	Tutorial	14-14
7	BASIC/ADVANCED BASIC/OPSYS	7 - 12	Tutorial	14-23
8	STEP BY STEP	8 - 12	Tutorial	15-14
	6502 MACH. LANG. CONCEPTS	8 - 12	Concept demo	15-15
9	†ADV'C BASIC SELF INSTR CSE	9 - 16	Tutorial	16-01
	†BASIC SELF INSTRUCT'N CSE	9 - 16	Tutorial	16-02
	NEVADA COBOL	9 - 12	Lang proces'r	16-10

COMP SCI/LITERACY: Comput Literacy

3	INTRO TO MICROCOMPUTERS	3 - 9	Tutorial	16-21
6	COMPUTER DISCOVERY	6 - 12	Tutorial	17-04

† This is a new entry in THE SOFTWARE FINDER.

LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE	LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE
DRIVER EDUCATION									
9	YELLOW LIGHT	9 - 12	Simulation	17-10	2	READ THE RIDDLE	1 - 9	Skills pract	25-04
ENGLISH: Basic Skills									
4	†ENGLISH BASICS- CONCEPTS	4 - 6	Tutorial	18-07	2	†HOMONYMS I	2 - 3	Tutorial	25-15
Grammar									
1	USAGE BONERS	1 - 8	Skills pract	18-23	2	†HOMONYMS II	2 - 3	Tutorial	25-16
	MAKE A SENTENCE	1 - 2	Skills pract	18-24	2	†LEARN TO USE TABL OF CONTS	2 - 6	Tutorial	25-17
	†RECOGNIZING NOUNS	1 - 3	Tutorial	18-25	2	†DICTIONARY SKILLS	2 - 6	Tutorial	25-18
	†RECOGNIZING FULL SENTENCES	1 - 3	Tutorial	18-26	2	†LEARN TO UNDSSTN COPYRT NOT	2 - 6	Tutorial	25-19
	†RECOGNIZING VERBS	1 - 3	Tutorial	18-27		ACTIVE READER-WORLD/NATURE	2 - 5	Skills pract	26-08
2	VERBS	2 - 5	Skills pract	18-28		TACHISTOSCOPE	2 - 6	Skills pract	26-09
	AGREEM'T OF SUBJECT & VERB	2 - 8	Skills pract	18-30		READING RACER ONE	2 - 6	Skills pract	26-10
3	DRAGON GAMES	3 - 6	Educ'l game	19-09		†FOTO-FLASH	2 - 16	Rote drill	26-13
	NOUNS	3 - 5	Skills pract	19-10		†SYLLABLES	2 - 16	Skills pract	26-14
	A & AN	3 - 6	Skills pract	19-11	3	†SEQUENCING SAM, PRIMARY GR	3 - 4	Skills pract	26-16
	ENGLISH	3 - 6	Skills pract	19-15		READING COMPREHENSION	3 - 9	Skills pract	26-17
	BASIC LANGUAGE SKILLS	3 - 6	Tutorial	19-16		SYLLABLES	3 - 6	Skills pract	26-18
	RUN-ON SENTENCES	3 - 6	Educ'l game	19-17		NEWBRY WINNERS	3 - 8	Skills pract	26-19
4	MUNCHWORD	4 - 9	Educ'l game	19-24		DIASCRPTIVE READING	3 - 8	Skills pract	26-21
	PART OF SPEECH	4 - 9	Rote drill	19-27		ADVENTURES AROUND WORLD	3 - 6	Skills pract	27-01
	ADJECTIVES	4 - 9	Skills pract	19-28		CLOZE COMPREHENSION DEVEL	3 - 6	Skills pract	27-02
	ADVERBS	4 - 9	Skills pract	19-29	4	FINISH THE STORY	3 - 8	Skills pract	27-03
	PRONOUNS	4 - 9	Skills pract	19-30		†USING PHONICS IN CONTEXT	4 - 6	Skills pract	27-04
	VERBS	4 - 9	Skills pract	19-31		†READG FOR COMPREHENS SER'S	4 - 12	Tutorial	27-05
	NOUNS	4 - 9	Skills pract	20-01		†GAME POWER FOR PHONICS	4 - 10	Educ'l game	27-06
	ADJECTIVES	4 - 9	Skills pract	20-02		†GAME POWER FOR PHONICS	4 - 12	Educ'l game	27-07
	ADVERBS	4 - 9	Skills pract	20-03		†SEQUENCING SAM-INTERMED GR	4 - 6	Skills pract	27-08
	PRONOUNS	4 - 9	Skills pract	20-04		†MR READWELL-INTERMED GRDS	4 - 6	Skills pract	27-09
	†ENG BASICS PARTS OF SPEECH	4 - 6	Tutorial	20-05		CRYPTO	4 - 10	Educ'l game	27-21
	SUBJECT & PREDICATE	4 - 10	Skills pract	20-08		SCRAMBLED LETTERS	4 - 9	Educ'l game	27-22
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	↑PAIL GREEN	5 - 8	Educ'l game	64-13		VERBAL PROBLEMS III - AGES	8 - 11	Skills pract	69-21
	FRACTION X	5 - 8	Skills pract	64-14		VERBAL PROBLEMS X- GENERAL	8 - 11	Skills pract	69-22
	COMPARE FRACTIONS	5 - 8	Skills pract	64-15		SOLVING QUADRATIC EQUAT'NS	8 - 11	Skills pract	70-01
	MULTIPLYING FRACTIONS	5 - 8	Skills pract	64-16		ALGEBRA WORD PROBLEMS	8 - 10	Tutorial	70-04
	ADDING FRACTIONS	5 - 8	Skills pract	64-17		↑SOLVING EQUATIONS	8 - 9	Skills pract	70-05
	↑FRACTIONS PACKAGE I	5 - 14	Skills pract	64-18	9	HICALC	9 - 11	Skills pract	70-08
6	COMPARE FRACTIONS II	6 - 12	Skills pract	64-20		ARITHMETIC PROGRESSIONS II	9 - 11	Skills pract	70-10
Logic						QUADRATIC EQUATIONS	9 - 12	Skills pract	70-11
3	STONES	3 - 12	Educ'l game	64-26		GEOMETRIC PROGRESSIONS II	9 - 11	Skills pract	70-12
	BAGELS	3 - 9	Educ'l game	64-27		TYPES OF VARIATIONS	9 - 11	Skills pract	70-13
Measurement						GEOMETRIC PROGRESSIONS I	9 - 11	Skills pract	70-14
4	MEASUREMENTS	4 - 6	Tutorial	65-12		EXPONENTS & LOGARITHMS	9 - 11	Skills pract	70-15
	CURIOUS MEASUREMENTS	4 - 10	Educ'l game	65-13		MORE ALGEBRA	9 - 11	Tutorial	70-21
5	APPROXIMATE MEASUREMENT 1	5 - 12	Tutorial	65-17		MATHEMATICS: Consumer Math			
	SMALLEST UNIT OF MEASURE	5 - 12	Tutorial	65-18	4	↑MATH FOR EVERYDAY LIVING	4 - 9	Skills pract	71-16
6	APPROXIMATE MEASUREMENT 2	6 - 12	Tutorial	65-19	6	STOCK MARKET SIMULATION	6 - 12	Educ'l game	71-17
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3	↑CATERPILLAR 500	3 - 5	Educ'l game	65-24		MATHEMATICS: General Math			
	COMPLEX MATHEMATICS	3 - 6	Tutorial	65-25	7	SIGN DRILL	7 - 12	Skills pract	71-25
4	↑MATH GOLF	4 - 6	Educ'l game	65-26	9	GENERAL MATHEMATICS	9 - 12	Tutorial	71-27
Numeration						MATHEMATICS: Geometry			
K	↑COUNT THE SQUARES	K - 2	Rote drill	65-27	5	AREA AND PERIMETER	5 - 8	Tutorial	72-01
	↑HOW MANY SQUARES	K - 2	Rote drill	65-28	7	POINTS	7 - 10	Skills pract	72-03
	WHICH NUMBER COMES NEXT?	K - 2	Rote drill	66-08	9	GEOMETRICAL AREAS	9 - 11	Skills pract	72-12
	COUNT 'EM	K - 1	Rote drill	66-09	10	COORDINATE GEOMETRY	10 - 12	Skills pract	72-15
	WHAT NUMBER IS MISSING?	K - 1	Skills pract	66-10		MATHEMATICS: Statistics			
	LOCOMOTIVE	K - 2	Skills pract	66-11	6	SAMPLING	6 - 12	Concept demo	72-17
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	LOOK AND COUNT II	K - 1	Skills pract	66-17		MODE, MEDIAN & MEAN	7 - 12	Skills pract	72-20
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3	PRIME NUMBER	3 - 6	Skills pract	66-31		MATHEMATICS: Trigonometry			
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4	SETS	4 - 6	Tutorial	67-09		TRIGONOMETRY II	10 - 12	Skills pract	73-08
6	PRIMES AND COMPOSITES	6 - 10	Tutorial	67-10		MISCELLANEOUS			
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5	CHEMIST	5 - 9	Educ'l game	67-13		MISCELLANEOUS: Basic Skills			
6	PROPORTION PROBLEMS	6 - 10	Skills pract	67-14	K	PRESCHOOL IQ BUILDER	K - 1	Skills pract	73-21
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K	CLOCK	K - 3	Skills pract	67-16		SAME OR DIFFERENT	K - 2	Skills pract	73-23
	TELLING TIME COMPUTER SET	K - 3	Tutorial	67-17		SHAPE RECOGNITION	K - 2	Skills pract	73-24
1	DIRECTION AND DISTANCE	1 - 3	Skills pract	67-21		POS 'N SPACE	K - 2	Skills pract	73-25
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	↑TELLING TIME	1 - 3	Tutorial	67-26		SCIENCE			
4	U.S. TIME ZONES	4 - 8	Skills pract	68-02	7	DATA ANALYSIS SERIES	7 - 12	Computl tool	74-07
Word Problems					9	↑SCIENTIFIC NOTATION	9 - 14	Educ'l game	74-10
1	STORY PROBS IN ADD'N/SUB'N	1 - 6	Skills pract	68-03	10	EXPONENTIAL STEP	10 - 12	Computl tool	74-07
3	MATH WORD PROBLEMS	3 - 6	Tutorial	68-05		SCIENCE: Basic Skills			
4	READ & SOLVE MATH PROBLEMS	4 - 6	Tutorial	68-09	4	ANIMAL	4 - 8	Concept demo	74-12
	↑PROBLEM SOLVING	4 - 6	Tutorial	68-11	5	APPROXIMATE MEASUREMENT 1	5 - 12	Tutorial	75-01
MATHEMATICS: Algebra					7	METRIC	7 - 12	Rote drill	75-03
	FIND THE FACTORS	4 - 12	Educ'l game	68-17		SYSTEM	7 - 12	Rote drill	75-04
7	ALGEBRA	7 - 11	Skills pract	68-25					
8	TICTACPET	8 - 10	Educ'l game	69-06					

↑ This is a new entry in THE SOFTWARE FINDER.

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	EXPO	7 - 12	Tutorial	75-05	CHEMISTRY ANALYSIS I				
6	APPROXIMATE MEASUREMENT	2 6 - 12	Tutorial	75-02	Miscellaneous				
7	METRIC SYSTEM	7 - 12	Rote drill	75-03	H2S				
	EXPO	7 - 12	Tutorial	75-05	React'ns/Equilib				
10	INTERP	10 - 12	Simulation	75-11	EQPROB				
SCIENCE: Astronomy					LECHAT				
					EQCALC				
1	THE SOLAR SYSTEM	1 - 2	Tutorial	75-12	HIEQ				
7	CONSTELLATIONS	7 - 12	Tutorial	75-16	HABER				
	CONSTELLATIONS	7 - 12	Tutorial	75-20	EQUIL				
SCIENCE: Biology					ABEQ				
					HABER				
					RKINET				
1	OUR BODIES	1 - 3	Tutorial	76-03	Oxid-Reduc Chem				
2	↑PLANTS AND HOW THEY GROW	2 - 3	Tutorial	76-06	REDOX				
3	INSECTS	3 - 5	Tutorial	76-07	EMF OF ELECTROCHEM'L CELLS				
	CELLS	3 - 9	Tutorial	76-08	Solutions				
5	↑THE HUMAN BODY:AN OVERVIEW	5 - 12	Tutorial	76-16	PERCENT CONCENTRATION				
	↑THE HUMAN SKELETON	5 - 12	Tutorial	76-17	CHEMISTRY ANALYSIS II				
					KSP-2				
7	MALARIA	7 - 12	Simulation	76-20	KSP				
	HEART LAB	7 - 12	Simulation	76-21	SOLUBLE				
9	POP	9 - 12	Simulation	77-01	NORMALITY CONCEPT				
	COMPETE	9 - 12	Simulation	77-02	States of Matter				
	POP	9 - 12	Simulation	77-13	THERMODYNAMICS II				
	GENETICS	9 - 12	Skills pract	77-14	GENERAL GAS LAW				
					SPECIFIC GAS LAWS				
					THERMODYNAMICS I				
					GAS LAW ANALYSIS				
					STATE				
					BOYLE'S LAW				
					CHARLES' LAW				
10	DIFFUSION	9 - 12	Tutorial	77-15	Stoichiometry				
	COEXIST	9 - 12	Simulation	77-18	STOICHIOMETRY: GENERAL				
	LINKOVER	10 - 12	Simulation	78-22	STOICHIOMETRY: MASS/MASS				
	EVOLUT	10 - 12	Simulation	78-23	STOICHIOMETRY: MASS/VOLUME				
	DIHYBRID	10 - 12	Simulation	78-26	STOICHIOMETRY:VOL/VOL				
	CHROMOSOME	10 - 12	Simulation	78-27	STOICHIOMETRIC ANALYSIS				
					DENSITY				
					SCIENCE: Earth Science				
					2				
					↑WORLD DESERT REGIONS				
					↑WORLD MOUNTAIN REGIONS				
					↑EARTH & ITS COMPOSITION				
					3				
					THE WEATHER SCIENCE KIT				
					9				
					WATER				
SCIENCE: Chemistry					SCIENCE: Ecol/Envir Sci				
9	BALANCING CHEM'L EQUATIONS	9 - 12	Tutorial	79-04	6				
Nucleonics					POLUT				
					POLLUTE				
					7				
					RATS				
					STERL				
					TAG				
					8				
					MALARIA				
					10				
					ECOLOGICAL MODELING				
					LIMITS				
Acid-Base Chem					SCIENCE: General Science				
					6				
					ATOMS				
Atomic Structure					SCIENCE: Natural History				
					1				
					↑LIVING THINGS				
					3				
					↑LIFE IN THE OCEANS				
					4				
					↑BIRDS				
					↑MAMMALS				
Analytical Chem					SCIENCE: Physical Science				
					1				
					↑MATTER AND ENERGY				
					3				
					↑ELECTRICITY				
Formulas/Comp'ds									
				</					

† This is a new entry in THE SOFTWARE FINDER.

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5	↑MATTER	5 - 6	Tutorial	85-10	11	LIGHTNING	11 - 12	Skills pract	90-11
	↑ENERGY AT WORK	5 - 6	Tutorial	85-11		MACH NUMBER	11 - 12	Skills pract	90-12
						ECHOES	11 - 12	Skills pract	90-13
SCIENCE: Physics					Waves				
11	VECTOR ANALYSIS I	11 - 12	Skills pract	86-12	10	WAVES	10 - 12	Skills pract	90-16
	VECTOR ANALYSIS II	11 - 12	Computl tool	86-19	11	WAVES IN LIN. MED-SUPERPOS	11 - 12	Simulation	90-20
Electricity						SUPERPOSITION PACKAGE	11 - 12	Concept demo	90-21
5	LIGHT	5 - 6	Tutorial	86-20		WAVE DEMONSTRATIONS	11 - 12	Concept demo	90-22
10	STATIC CHARGES	10 - 12	Skills pract	86-22		PERIODIC MOTION	11 - 12	Tutorial	90-23
	FIELD INTENSITY	10 - 12	Skills pract	86-23		PERIODIC WAVES: BASICS	11 - 12	Tutorial	90-24
11	SERIES CIRCUIT ANALYSIS	11 - 12	Skills pract	86-25		PERIOD WAVES-INTERF/STANDG	11 - 12	Tutorial	90-25
	PHOTOELECTRIC EFFECT	11 - 12	Skills pract	87-01		TRANSVERSE STANDING WAVES	11 - 12	Skills pract	90-26
	SERIES/PARALLEL CIRCUITS	11 - 12	Skills pract	87-02		LONGITUDINAL STAND'G WAVES	11 - 12	Skills pract	90-27
	ELECTRIC FIELD ANALYSIS	11 - 12	Skills pract	87-03	SCIENCE: Technology Educ				
	FARADAY'S LAW	11 - 12	Skills pract	87-04	1	↑TRANSPORTATION	1 - 3	Tutorial	90-28
	PARAL'L CIRCUIT ANALYSIS I	11 - 12	Skills pract	87-05	5	↑COMMUNICATIONS	5 - 6	Tutorial	90-29
	CAPACITOR	11 - 12	Skills pract	87-11	SOCIAL SCIENCE				
	INDUCTION	11 - 12	Skills pract	87-12	1	↑YOUR COMMUNITY	1 - 3	Tutorial	91-01
	OHM'S LAW	11 - 12	Skills pract	87-13		SOCIAL STUDIES - FARM LIFE	1 - 2	Tutorial	91-02
	MILLIKAN'S EXPERIMENT I	11 - 12	Simulation	87-14		HOLIDAYS AND FESTIVALS	1 - 3	Tutorial	91-03
	MILLIKAN'S EXPERIMENT II	11 - 12	Simulation	87-15	2	↑COMMUNITY HELPERS	2 - 3	Tutorial	91-06
Heat					SOCIAL SCIENCE: Civics/Govern't				
10	TEMPERATURE CONVERSION	10 - 12	Skills pract	87-19	7	POLICY	7 - 12	Computl tool	91-10
	THERMAL EXPANSION - LINEAR	10 - 12	Skills pract	87-20	SOCIAL SCIENCE: Current Events				
11	HEAT SOLVER	11 - 12	Computl tool	87-21	9	USPOP	9 - 12	Simulation	91-18
	LATENT HEAT	11 - 12	Computl tool	87-22	11	STREETS OF THE CITY	11 - 12	Educ'l game	91-26
	HEATS OF FUSION & VAPORIZ'N	11 - 12	Skills pract	87-24	SOCIAL SCIENCE: Economics				
	SPECIFIC HEAT CAPACITY	11 - 12	Skills pract	87-25	6	SAMPLING	6 - 12	Concept demo	92-04
	CALORIMETRY	11 - 12	Skills pract	87-26		KINGDOM	6 - 12	Educ'l game	92-07
	CALORIMETRY ANALYSIS	11 - 12	Computl tool	88-01	7	SANTA PARAVIA & FIUMACCIO	7 - 12	Educ'l game	92-09
Light					SOCIAL SCIENCE: Geography				
10	ILLUMINATION	10 - 12	Skills pract	88-04	1	↑BEGINNING GEOGRAPHY	1 - 3	Tutorial	92-13
	CURVED MIRRORS	10 - 12	Skills pract	88-05		WORLD POLAR REGIONS	1 - 3	Tutorial	92-14
11	PHOTOMETRY	11 - 12	Skills pract	88-09	3	TIC-TAC STATES	3 - 6	Rote drill	92-16
	SPEED OF LIGHT	11 - 12	Skills pract	88-10	4	↑STATES OF THE U.S.	4 - 6	Tutorial	92-23
	POWER OF A MICROSCOPE	11 - 12	Skills pract	88-11		↑THE STATES GAME	4 - 10	Educ'l game	92-27
	PHOTON INTERFERENCE	11 - 12	Simulation	88-12		ASTRO WORD SEARCH:GEOGRAPH	4 - 8	Skills pract	93-02
	REFRACTION OF LIGHT	11 - 12	Skills pract	88-14		NATIONS	4 - 8	Rote drill	93-08
	TOTAL INTERNAL REFLECTION	11 - 12	Skills pract	88-15		GEOGRAPHICAL NEIGHBORS	4 - 12	Skills pract	93-09
	MIRRORS & LENSES	11 - 12	Skills pract	88-16		MAPS AND GLOBES	4 - 8	Skills pract	93-15
	OPTICS ANALYSIS	11 - 12	Computl tool	88-17		STATES AND CAPITALS	4 - 8	Rote drill	93-16
Mechanics						REGIONS OF THE U.S.	4 - 9	Rote drill	93-17
10	INCLINED PLANE I	10 - 12	Skills pract	88-21		TOURING"GET HERE TO THERE"	4 - 12	Educ'l game	93-18
	PROJECTILE I	10 - 12	Skills pract	88-22	6	↑REGIONS OF THE UNITED STATES	6 - 9	Skills pract	93-31
11	NEWTON	11 - 12	Simulation	88-29	SOCIAL SCIENCE: History				
	AVERAGE VELOCITY	11 - 12	Tutorial	89-08	3	AMERICAN HISTORY - BIOG'S	3 - 5	Tutorial	94-10
	AVERAGE SPEED	11 - 12	Tutorial	89-09	4	↑WHO BUILT AMERICA	4 - 5	Tutorial	94-12
	INTRO MECHANICS DRILL PKG	11 - 12	Skills pract	89-10		↑GROWTH OF UNITED STATES	4 - 5	Tutorial	94-13
	WAVES IN LIN. MEDIUM-INTRO	11 - 12	Simulation	89-11		AMERICAN INDIANS	4 - 6	Tutorial	94-15
	GRAVITAT'L POTENT'L ENERGY	11 - 12	Simulation	89-12		TRAIL WEST	4 - 10	Educ'l game	94-19
	ACCELERAT'N DUE TO GRAVITY	11 - 12	Simulation	89-13		PRESIDENTS	4 - 10	Rote drill	94-20
	LINEAR AIR TRK-ELAST COLIS	11 - 12	Simulation	89-14	5	↑THE MIDDLE AGES	5 - 6	Tutorial	94-23
	TARGET PRACTICE	11 - 12	Educ'l game	89-16		ANCIENT CIVILIZATIONS	5 - 12	Skills pract	95-01
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	ALPHAMOON	11 - 12	Simulation	89-19		EARLY HUMANS	5 - 6	Tutorial	95-03
	FLIGHTPATH	11 - 12	Simulation	89-20		EARLY CIVILIZATIONS	5 - 6	Tutorial	95-04
	PROJECTILE ANALYSIS	11 - 12	Computl tool	89-24	6	↑LINCOLN'S DECISION	6 - 9	Simulation	95-05
	PULLEY SYSTEMS - MACHINES	11 - 12	Skills pract	89-25	7	↑WORD RACE:WRLD AR US, HIST	7 - 12	Educ'l game	95-14
	MOMENTUM AND ENERGY	11 - 12	Skills pract	89-26	8	FUR TRADER	8 - 11	Educ'l game	95-19
	INELASTIC COLLISIONS	11 - 12	Skills pract	89-27	9	↑THE DECADES GAME I,II,III	9 - 12	Educ'l game	95-21
	ENERGY & THE INCLINED PLANE	11 - 12	Skills pract	89-28	10	LIMITS	10 - 12	Simulation	95-26
	PROJECTILE MOTION	11 - 12	Skills pract	89-29		REVOLUTIONARY WAR QUIZ	10 - 12	Educ'l game	95-27
	PULLEY SYSTEM - MACHINES	11 - 12	Skills pract	89-30	SOCIAL SCIENCE: Political Science				
	CENTRIPETAL FORCE	11 - 12	Skills pract	89-31	6	HAT IN THE RING-PRES ELECT	6 - 12	Educ'l game	95-28
	LINEAR KINEMATICS	11 - 12	Skills pract	90-01	7	POLICY	7 - 12	Simulation	95-29
Nucleonics						ANNAM-STUDY DEVEL COUNTRY	7 - 12	Simulation	95-30
	SCATTER	11 - 12	Simulation	90-03					
	SCHRODINGER	11 - 12	Computl tool	90-07					
Sound									
5	SOUND	5 - 6	Tutorial	90-09					

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SOCIAL SCIENCE: Political Scien (CONT)					SPECIAL EDUCATION				
9	ELECTORAL COLLEGE	9 - 12	Simulation	96-06	1	THE SPELLING PROGRAM	1 - 12	Skills pract	96-17
SOCIAL SCIENCE: Sociology									
10	USPOP	10 - 12	Simulation	96-11					

COMMODORE VIC-20 SOFTWARE

BUSINESS: Business Princs

5	†VIC LEMONADE	5 - 12	Educ'l game	4-18
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BUSINESS: Typing

4	†TYPING TUTOR/WORD INVADERS	4 - 12	Tutorial	5-16
5	†TYPE ATTACK	5 - 12	Educ'l game	5-19
7	†TYPING STRATEGY	7 - 12	Tutorial	5-24
	†LETTER MAN	7 - 12	Educ'l game	5-25
	†TOUCH TYPING TUTOR 3.0	7 - 12	Skills pract	5-26

COMPREHENSIVE: Author Lang's

	TEACHER'S TOOLKIT	7 - 14	Author lang	9-01
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COMPREHENSIVE: Drill/Test Gens

1	†MICRO SPELL	1 - 12	Rote drill	12-23
9	†FLASH CARD QUIZ & MAKER	9 - 12	Rote drill	13-24

DRIVER EDUCATION

	LANE IDENTIFICATION	9 - 12	Skills pract	17-11
10	†DRIVER ED-DRIVER'S TEST	10 - 14	Test genrat	17-13
	†DRIVER EDUCATION-SIGNS	10 - 14	Skills pract	17-14
	†DRIVER EDUCATION-SIGNALS	10 - 14	Skills pract	17-15
	†DRIVER ED-LANE IDENTIFIC'N	10 - 14	Skills pract	17-16

ENGLISH: Basic Skills**Grammar**

1	USAGE BONERS	1 - 8	Skills pract	18-23
3	IDENTIFY COMPLETE SENTENCE	3 - 5	Skills pract	19-07
4	ENGLISH INVADERS	4 - 9	Educ'l game	19-25

Reading

K	†HUNT & PECK	K - 2	Skills pract	22-10
	ALPHABET	K - 1	Rote drill	23-18
	MATCHING CAPITAL LETTERS	K - 2	Rote drill	23-23
	†HUNT AND PECK	K - 2	Rote drill	24-04
1	†MR READWELL-PRIMARY GRADE	1 - 4	Skills pract	24-08
	MATCH SMALL/CAP LETTERS	1 - 3	Rote drill	24-20
	†READING COMPREHENSION,SETB	1 - 4	Skills pract	25-07
	†READING COMPREHENSION,SETC	1 - 4	Skills pract	25-08
	†TYPE TO READ, SET B	1 - 4	Rote drill	25-09
	†TYPE TO READ, SET C	1 - 4	Rote drill	25-10
	†TYPE TO READ, SET D	1 - 4	Rote drill	25-11
	†READING COMPREHENSION,SETA	1 - 4	Skills pract	25-12
	†TYPE TO READ, SET A	1 - 4	Rote drill	25-13
	†READING COMPREHENSION,SETD	1 - 4	Skills pract	25-14
2	†CATCH THE RHYMING FISH	2 - 5	Skills pract	26-12
3	†SEQUENCING SAM, PRIMARY GR	3 - 4	Skills pract	26-16
4	†SEQUENCING SAM-INTERMED GR	4 - 6	Skills pract	27-08
	†MR READWELL-INTERMED GRDS	4 - 6	Skills pract	27-09

Spelling

K	†WHICH LETTER IS MISSING?	K - 3	Rote drill	28-29
2	†EXTRA PRACTICE SPELL'G G-2	2 - 3	Rote drill	30-16

	†WORD GUESS SPELL'G SER'S A	2 - 3	Educ'l game	30-17
	†SPELLING AID LEVELS 3 & 4	2 - 5	Rote drill	30-20
3	MISSPELL	3 - 6	Rote drill	31-01
	†PLURAL NOUNS	3 - 6	Skills pract	31-05
	†EXTRA PRACTICE SPELL'G G-3	3 - 4	Rote drill	31-06
	†WORD GUESS SPELL'G SER'S B	3 - 4	Educ'l game	31-07
	†WORD ZAPPER SERIES	3 - 5	Tutorial	31-10
4	†EXTRA PRACTICE SPELL'G G-4	4 - 5	Rote drill	31-22
	†WORD GUESS SPELL'G SER'S C	4 - 5	Educ'l game	31-23
	†SPELLING AID LEVEL 5 & 6	4 - 7	Rote drill	31-24
5	†EXTRA PRACTICE SPELL'G G-5	5 - 6	Rote drill	31-28
	†WORD GUESS SPELL'G SER'S D	5 - 6	Educ'l game	31-29
6	†EXTRA PRACTICE SPELL'G G-6	6 - 7	Rote drill	32-03
	†WORD GUESS SPELL'G SER'S E	6 - 7	Educ'l game	32-04
	†SPELLING AID LEVEL 7 & 8	6 - 9	Rote drill	32-06

Vocabulary

5	†VOCABULARY SERIES	5 - 12	Rote drill	35-08
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Writing

1	STORYBOARD	1 - 12	Author lang	36-15
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FINE ARTS: Art

	†ETCH A VIC	1 - 12	Computl tool	37-20
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FOREIGN LANGUAGE: French

5	†FRENCH SPELLING L'VLS 1&2	5 - 12	Rote drill	41-03
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FOREIGN LANGUAGE: German

	†GERMAN SPELLING L'VLS 1&2	5 - 12	Rote drill	42-22
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MATHEMATICS: Basic Skills**Multiple Topics**

K	†EARLY GAMES/YOUNG CHILDREN	K - 2	Educ'l game	49-12
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Arithmetic

1	ADD	1 - 4	Rote drill	53-06
	MATH BID	1 - 6	Skills pract	53-14
	TARGET MATH	1 - 6	Skills pract	53-15
	NUMBER JUMPER	1 - 4	Skills pract	54-07
	†MATH TEST	1 - 4	Skills pract	52-20
	†ADDITION INVADERS	1 - 4	Educ'l game	55-01
2	MATH SHOOTOUT	2 - 6	Educ'l game	55-18
	†SUM IT MOUNTAIN	2 - 5	Educ'l game	55-27
	†TWO MINUTE WARNING	2 - 6	Educ'l game	55-29
	†SLAM DUNK	2 - 5	Educ'l game	55-31
	†SUBTRACTION INVADERS	2 - 4	Educ'l game	56-02
	MULTIPLICATION INVADERS	2 - 6	Educ'l game	56-10
	MULTIPLY	2 - 6	Rote drill	56-11
	†MICRO MATH BLASTER	2 - 4	Educ'l game	57-18
3	†SECTOR-FIVE	3 - 8	Educ'l game	58-01
	†PINBALL IQ	3 - 6	Educ'l game	58-02
	†LAST OF THE NINTH	3 - 6	Educ'l game	58-03
	MEDAL WINNER	3 - 6	Educ'l game	58-07
	HORSE DIVISION	3 - 6	Educ'l game	58-12
	NUMBOWL	3 - 8	Educ'l game	58-16

† This is a new entry in THE SOFTWARE FINDER.

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MATHEMATICS: Arithmetic (CONT)					Number Senten's				
	†SIX SECOND CLUB	3 - 6	Skills pract	58-25	2	†MATH BALANCE	2 - 4	Skills pract	65-23
4	†BACKFIRE	4 - 6	Educ'l game	58-28	3	†CATERPILLAR 500	3 - 5	Educ'l game	65-24
	†FAT CHANCE	4 - 8	Skills pract	58-29	4	†MATH GOLF	4 - 6	Educ'l game	65-26
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3	†A DOLLAR AND CHANGE	3 - 6	Educ'l game	60-05	K	COUNT 'EM	K - 1	Rote drill	66-09
					3	†PRIME NUMBERS	3 - 7	Tutorial	67-05
Decimals/Percts					MATHEMATICS: Algebra				
4	†BELL RINGER	4 - 6	Skills pract	60-17	4	†ALGEBRA	4 - 10	Tutorial	68-18
	†LIGHTS OUT	4 - 8	Educ'l game	60-18		†ALGEBRA	4 - 10	Educ'l game	68-19
5	†LAWN OF THE LOST RINGS	5 - 8	Educ'l game	61-08	6	†QUADRATIC EQUATION	6 - 12	Educ'l game	68-21
Equations					SCIENCE				
2	†MATH BALANCE	2 - 5	Skills pract	61-16	CONVERSIONS				
Factoring							6 - 12	Computl tool	74-06
3	†PRIME FISHIN'	3 - 6	Educ'l game	61-17	SCIENCE: Physics				
	†FABUL LCM MACH/JACKPOT MIN	3 - 6	Educ'l game	61-18	VECTORS				
4	†OIL WELL	4 - 8	Author lang	61-20			6 - 12	Computl tool	86-01
	†PRIME NUMBERS	4 - 7	Tutorial	61-21	SOCIAL SCIENCE: Geography				
Fractions					4	MAPS AND GLOBES	4 - 8	Skills pract	93-15
3	†PUMPING IRON	3 - 8	Skills pract	62-15	SOCIAL SCIENCE: History				
	†TUTTI FRUTTI	3 - 8	Skills pract	62-16	TRAIL WEST				
4	†BRANDED	4 - 6	Skills pract	62-21			4 - 10	Educ'l game	94-19
	†PARTING SHOTS	4 - 6	Educ'l game	62-22	7	†WORD RACE:WRLD AR US, HIST	7 - 12	Educ'l game	95-14
	†FUN FRACTIONS	4 - 9	Skills pract	64-10					
5	†UPS 'N DOWNS	5 - 8	Educ'l game	64-11					
	†ON THE LINE	5 - 8	Skills pract	64-12					
	†PAIL GREEN	5 - 8	Educ'l game	64-13					

COMMODORE 64 SOFTWARE

BUSINESS: Typing

7 †TOUCH TYPING TUTOR 64 7 - 12 Skills pract 6-01

ENGLISH: Basic Skills

Reading

K †FIND THE NUMBER K - 1 Rote drill 23-28
1 †MR READWELL-PRIMARY GRADE 1 - 4 Skills pract 24-08
3 †SEQUENCING SAM, PRIMARY GR 3 - 4 Skills pract 26-16
4 †SEQUENCING SAM-INTERMED GR 4 - 6 Skills pract 27-08
†MR READWELL-INTERMED GRDS 4 - 6 Skills pract 27-09

Spelling

3 †WORD ZAPPER SERIES 3 - 5 Tutorial 31-10

FOREIGN LANGUAGE: French

4 †ER VERB TUTORIAL 4 - 9 Tutorial 40-23
†ER VERB DRILL 4 - 9 Rote drill 40-24
†RE VERB TUTORIAL 4 - 9 Tutorial 40-25
†ER-RE VERB DRILL 4 - 9 Rote drill 40-26
†IR VERB TUTORIAL 4 - 10 Tutorial 40-27
†ER-RE-IR VERB DRILL 4 - 10 Rote drill 40-28

†SUBJECT PRONOUN DRILL 4 - 9 Rote drill 40-29
†IRREGULAR VERB DRILL #1 4 - 10 Rote drill 41-01
6 †IRREGULAR VERB DRILL #2 6 - 12 Rote drill 41-05

MATHEMATICS: Basic Skills

Arithmetic

3 †SIX SECOND CLUB 3 - 6 Skills pract 58-25

Numeration

K †COUNT THE SQUARES K - 2 Rote drill 65-27
†HOW MANY SQUARES K - 2 Rote drill 65-28

† This is a new entry in THE SOFTWARE FINDER.

RADIO SHACK TRS-80 MODEL I & III SOFTWARE

LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE	LOW GRADE	PRODUCT NAME	GRADE LEVEL RANGE	APPLICATION TYPE	PAGE
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7	WORD COMMANDER - BUSINESS	7 - 12	Rote drill	4-01	4	BAR GRAPH	4 - 12	Computl tool	7-16
BUSINESS: Accountg/Bookg					8	SAP-SURVEY ANALYSIS PKG	8 - 12	Computl tool	7-18
9	MICROCOMPUTR APPL'NS/ACCTG	9 - 12	Tutorial	4-03	COMPREHENSIVE: Author Lang's				
	TESTING PROGRAM/ACCOUNTING	9 - 12	Skills pract	4-04	1	AUTHOR 1 PRESENTATION	1 - 12	Author lang	8-07
	BUSINESS PACKAGE III	9 - 12	Concept demo	4-05		TRS-80 AUTHOR I	1 - 12	Author lang	8-08
10	T-ACCOUNTS	10 - 12	Skills pract	4-06		MicroPILOT	1 - 12	Author lang	8-09
	DEPRECIATION	10 - 12	Computl tool	4-08		AIDS	1 - 12	Author lang	8-10
11	ACCOUNTING I	11 - 12	Tutorial	4-11	3	CAI AUTHOR'G SYST-EXTENDED	3 - 12	Author lang	8-24
						CAIWARE	3 - 12	Author lang	8-25
	ACCOUNTING II	11 - 12	Tutorial	4-12		SUPER-CAI	3 - 12	Author lang	8-26
BUSINESS: Business Math						CAIWARE-2D	3 - 12	Author lang	8-27
9	TAXING!	9 - 12	Tutorial	4-13		CAIWARE-3D	3 - 12	Author lang	8-28
	BANK RECONCILIATION	9 - 12	Computl tool	4-15	7	TEACHER'S TOOLKIT	7 - 14	Author lang	9-01
10	ANNUITIES	10 - 12	Computl tool	4-16	COMPREHENSIVE: Aptit Test Prep				
	LOAN AMORTIZATION	10 - 12	Computl tool	4-17		ANALOGIES	7 - 12	Tutorial	9-02
BUSINESS: Business Princs					9	†GED-100	9 - 12	Tutorial	9-16
7	MARKET	7 - 12	Educ'l game	3-19	10	COMPETENCY EXAM PREPARAT'N	10 - 12	Tutorial	9-23
8	MARKET	8 - 12	Educ'l game	4-20		†S.A.T. TUTOR	10 - 12	Tutorial	9-25
9	DECISION-MAKING SIMULAT'NS	9 - 12	Simulation	4-21		WORD COMMANDER	10 - 14	Rote drill	9-26
	PROFIT AND LOSS	9 - 12	Simulation	4-22		†PREP - 100	10 - 12	Tutorial	9-27
BUSINESS: Data Processing					Multiple Topics				
	NEVADA COBOL	9 - 12	Lang proces'r	4-26		COLLEGE BOARD 81/82 PREP'N	10 - 12	Skills pract	9-29
BUSINESS: Office Practice					COMPREHENSIVE: Comput'l Tools				
	10 KEY DRILL	9 - 12	Skills pract	5-03	4	†EASY TEXT	4 - 14	Text proces'r	10-02
10	NUMERIC DATA ENTRY PRACT	10 - 12	Skills pract	5-04	COMPREHENSIVE: Class Mgt Aids				
BUSINESS: Shorthand					K	SANTA CLARA CMS	K - 3	Teacher aid	10-08
9	STENO	9 - 12	Skills pract	5-05		CMS - NUMBERS & OPERATIONS	K - 6	Teacher aid	10-09
BUSINESS: Typing					1	†GEN INSTRUCT'L MGT SYSTEM	1 - 14	Teacher aid	10-16
1	TYPING	1 - 12	Rote drill	5-06		COMP MGT SYST FOR READING	1 - 6	Teacher aid	10-17
2	TYPING TEACHER	2 - 12	Tutorial	5-07		†GRADEKEEPER	1 - 14	Teacher aid	10-18
4	TYPING TUTOR	4 - 12	Skills pract	5-09		READING LEVEL ANALYSIS-DSK	1 - 12	Teacher aid	10-25
	MICROTYPING	4 - 12	Tutorial	5-11		GRADEBOOK	1 - 12	Teacher aid	10-27
	†TYPING TUTOR	4 - 12	Skills pract	5-15		QUIZSTAT	1 - 12	Teacher aid	11-01
5	TYPING-TUTOR	5 - 12	Skills pract	5-17		READING LEVEL	1 - 12	Teacher aid	11-02
6	TOUCH TYPING	6 - 12	Skills pract	5-21		GRADE AVERAGES	1 - 12	Teacher aid	11-06
BUSINESS: Busin's English						READABILITY INDEX	1 - 12	Teacher aid	11-07
7	WRITING COMPETENCY PROGRAM	7 - 12	Tutorial	6-03		CLASSFILE	1 - 12	Teacher aid	11-08
CAREER EDUCATION						TEXTBOOK EVALUATOR	1 - 12	Teacher aid	11-09
9	TRUCKER	9 - 12	Educ'l game	6-05		MMICRO	1 - 9	Teacher aid	11-14
	AIR TRAFFIC CONTROLLER	9 - 12	Educ'l game	6-06		READING ANALYSIS	1 - 12	Teacher aid	11-16
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	†INTERVIEWING	9 - 14	Tutorial	6-08		†GRADEBOOK	1 - 12	Teacher aid	11-20
	†SELF CONCEPT AND YOUR WORK	9 - 14	Tutorial	6-09		†DIAGNOSTIC PRESCRIPT SYSTM	1 - 10	Teacher aid	11-23
	†PART-TIME JOBS	9 - 14	Tutorial	6-10	2	WORD LIST COMPARISON	2 - 14	Teacher aid	12-02
	†HOW TO GET AND HOLD A JOB	9 - 14	Tutorial	6-11	COMPREHENSIVE: Drill/Test Genz				
	†THE JOB AND YOU	9 - 14	Tutorial	6-12	1	†TEST WRITER	1 - 14	Test genrat	12-04
10	SIGI-INTERACTIVE GUIDANCE	10 - 12	Data retr'val	6-13		TESTRITE	1 - 12	Test genrat	12-09
	COIN: THE CAREER SEARCH	10 - 12	Data retr'val	6-14		SCRAMBLE	1 - 12	Skills pract	12-10
	COIN: THE COLLEGE SEARCH	10 - 12	Data retr'val	6-15		SPELL 'N TIME	1 - 12	Rote drill	12-11
COMPREHENSIVE: Basic Skills						MATCH GAME	1 - 12	Educ'l game	12-14
K	†COMPUTER CONCENTRATION	K - 4	Educ'l game	6-24		†MICRO SPELL	1 - 12	Rote drill	12-23
	†TEACHER'S PET	K - 2	Skills pract	6-25		†EXAM BUILDER	1 - 12	Test genrat	12-26
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	INDIVIDUAL STUDY CENTER	1 - 12	Skills pract	7-05		†MICRO QUIZ II	2 - 12	Rote drill	13-02
	†EDUCATIONAL PACKAGE I	1 - 14	Skills pract	7-06		†MICROTEST	2 - 3	Test genrat	13-03
5	MIND-STEP 1	5 - 12	Tutorial	7-13		†MICRO CAI	2 - 12	Rote drill	13-04
6	MIND STEP 2	6 - 12	Tutorial	7-14	3	T.E.S.T.	3 - 12	Test genrat	13-06
COMPREHENSIVE: Computer Prog'g						TESTWRITE	3 - 12	Test genrat	13-07
4	MICRO-PILOT	4 - 12	Lang proces'r	14-05		SPELLING	3 - 12	Rote drill	13-08
5	†BASIC LOGO	5 - 12	Lang proces'r	14-08	8	STUDY BREAK	8 - 12	Rote drill	13-23
6	HOW TO PROGRAM IN BASIC	6 - 14	Tutorial	14-14	COMPUTER SCIENCE: Computer Prog'g				
7	†FAST BASIC	7 - 12	Concept demo	14-16					

† This is a new entry in THE SOFTWARE FINDER.

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COMP SCI/LITERACY: Computer Prog'g (CONT)				
	PERSONAL PEARL	7 - 12	Lang proces'r	14-22
	PROGRAMMER'S PRIMER	7 - 12	Tutorial	15-06
9	NEVADA COBOL	9 - 12	Lang proces'r	16-10
COMP SCI/LITERACY: Computer Science				
4	MICRO DISCOVERY	4 - 8	Tutorial	16-13
7	SIMULATED COMPUTER	7 - 12	Simulation	16-19
8	NUMBER BASE CONVERSION	8 - 12	Skills pract	16-20
COMP SCI/LITERACY: Comput Literacy				
3	INTRO TO MICROCOMPUTERS	3 - 9	Tutorial	16-21
5	†UNDERSTANDING COMPUTERS	5 - 12	Tutorial	17-02
6	COMPUTER DISCOVERY	6 - 12	Tutorial	17-04
7	COMPUTER DISCOVERY	7 - 12	Concept demo	17-06

DRIVER EDUCATION

10	†DRIVER'S AID	10 - 14	Tutorial	17-12
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ENGLISH: Basic Skills

1	†FUNBUNCH 1/COMPUTER DOODLE	1 - 2	Skills pract	18-02
3	†FUNBUNCH 2/COMPUTER DOODLE	3 - 4	Skills pract	18-06
4	†ENGLISH BASICS- CONCEPTS	4 - 6	Tutorial	18-07
5	COMPUROSTICS	5 - 12	Educ'l game	18-09
	†FUNBUNCH 3/COMPUTER DOODLE	5 - 6	Skills pract	18-10
7	†FUNBUNCH	7 - 8	Skills pract	18-17
	†FUNBUNCH 4/MAZE-EATING-MAN	7 - 8	Skills pract	18-18
Grammar				
2	PERSON, PLACE, THING	2 - 5	Skills pract	18-31
	NOUN RECOGNITION	2 - 8	Skills pract	19-01
3	PAST TENSE/PRESENT TENSE	3 - 12	Skills pract	19-06
	DRAGON GAMES	3 - 6	Educ'l game	19-09
	BASIC LANGUAGE SKILLS	3 - 6	Tutorial	19-16
	ADJECTIVE RECOGNITION	3 - 8	Skills pract	19-18
	ADVERB RECOGNITION	3 - 8	Skills pract	19-19
	PRONOUN RECOGNITION	3 - 8	Skills pract	19-20
	†BASIC ENGLISH	3 - 9	Skills pract	19-21
	†LIMERICK	3 - 8	Concept demo	19-22
4	VERBS	4 - 9	Skills pract	19-31
	NOUNS	4 - 9	Skills pract	20-01
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	†ENG BASICS PARTS OF SPEECH	4 - 6	Tutorial	20-05
	TENNIS ANYONE, PLURALS	4 - 12	Educ'l game	20-06
	†GRAMMAR AND WRITING	4 - 12	Tutorial	20-07
	VERB RECOGNITION	4 - 8	Skills pract	20-10
5	ENGLISH USAGE EXERCISES I	5 - 8	Skills pract	20-12
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	†POSSESSIVE CASE	5 - 10	Skills pract	20-18
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	†NOUNS	5 - 10	Skills pract	20-21
	†PRONOUNS	5 - 10	Skills pract	20-22
	†PHRASES AND CLAUSES	5 - 10	Skills pract	20-23
	†WORD CHOICE	5 - 10	Skills pract	20-24
	†ADJECTIVES	5 - 10	Skills pract	20-25
	†VERB AND ADVERBS	5 - 10	Tutorial	20-26
6	ENGLISH USAGE EXER'S III	6 - 9	Skills pract	20-27
	†ENGLISH GRAMMAR	6 - 9	Skills pract	20-29
7	POSSESSIVE CASE	7 - 9	Tutorial	21-01

Punctuation

1	FUND'L PUNCTUAT'N PRACTICE	1 - 8	Skills pract	21-07
	†PUNCT'N & CAPITAL'N LV/1&2	1 - 2	Skills pract	21-08
2	†PUNCT'N & CAPITAL'N LEV 3	2 - 4	Skills pract	21-10
	†COMMA	2 - 12	Skills pract	21-11
3	†PUNCT'N & CAPITAL'N LEV 4	3 - 5	Skills pract	21-15
4	†PUNCT'N & CAPITAL'N LEV 5	4 - 6	Skills pract	21-19
5	TANK TACKTICS CONTRACTIONS	5 - 12	Educ'l game	21-21
	†PUNCT'N & CAPITAL'N LEV 6	5 - 6	Skills pract	21-23

† This is a new entry in THE SOFTWARE FINDER.

Reading

K	†WORD ORDER	K - 6	Educ'l game	22-14
	†KEYBOARD	K - 9	Educ'l game	22-15
	†KEYGAME	K - 6	Educ'l game	22-16
	†ALPHA II	K - 1	Educ'l game	22-18
	†LETTERS	K - 1	Tutorial	22-19
	†LET'S ALPHABETIZE	K - 1	Skills pract	22-20
	†WHAT'S DIFFERENT	K - 2	Skills pract	22-21
	STORY MIX - PROGRAM 1	K - 3	Skills pract	22-22
	ALPHAKEY	K - 1	Skills pract	22-23
	WORKING WITH THE ALPHABET	K - 3	Tutorial	22-31
	SEQUENCE & ALPHABETIZING	K - 6	Skills pract	23-03
	ALPHA	K - 3	Educ'l game	23-06
	SPACE WASTE RACE	K - 3	Educ'l game	23-07
	BETTER VIEW A ZOO	K - 3	Educ'l game	23-08
	ALPHA KEY	K - 1	Tutorial	23-09
	MISSING LETTER	K - 1	Rote drill	23-14
	UPPER/LOWER CASE MATCHING	K - 1	Rote drill	23-16
	ABC SEQUENCE	K - 1	Rote drill	23-17
	LEARN TO READ	K - 4	Rote drill	23-19
	LETTER RECOGNITION	K - 1	Rote drill	23-20
	STORY TELLING	K - 4	Skills pract	23-21
	RIGHT READING	K - 1	Skills pract	23-22
	NAME THAT LETTER	K - 3	Educ'l game	23-27
	†WORD PICTURE	K - 2	Rote drill	23-29
	†CUSTOMIZED ALPHABET DRILL	K - 2	Skills pract	24-02
	†ALPHABET, SEQUENCE & ALPHAB'G	K - 2	Skills pract	24-03
1	†JACK AND JILL	1 - 2	Skills pract	24-09

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	SYLLABLE BREAKAWAY	2 - 4	Rote drill	26-04		SPELLING - GRADE 4	4 - 8	Rote drill	31-17
	HOMONYM JUGGLER	2 - 4	Skills pract	26-05		SPELLING - GRADE 5	4 - 8	Rote drill	31-18
	COMPOUND WORD MATCHUP	2 - 4	Rote drill	26-06		†HANGMAN	4 - 8	Educ'l game	31-21
	ALPHABETIZING	2 - 4	Skills pract	26-07	5	SPELLING IN CONTEXT LEV. 6	5 - 7	Skills pract	31-25
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	†TUTORIAL COMPREHENSION	2 - 6	Tutorial	26-11		†STEPS TO SPELLING BRKTHRU 2	5 - 12	Skills pract	31-30
	†FOTO-FLASH	2 - 16	Rote drill	26-13	6	SPELLING IN CONTEXT LEV. 7	6 - 8	Skills pract	32-01
	†SYLLABLES	2 - 16	Skills pract	26-14		†SPELLING BREAKTHROUGH	6 - 12	Skills pract	32-05
3	†HOMONYMS	3 - 6	Educ'l game	26-15	7	CONTRACTIONS	7 - 9	Tutorial	32-07
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	NEWBURY WINNERS	3 - 8	Skills pract	26-19		SPELLING IN CONTEXT LEV. 8	7 - 9	Skills pract	32-10
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	CLOZE COMPREHENSION DEVEL	3 - 6	Skills pract	27-02		†JUNIOR HIGH SPELLING	7 - 9	Skills pract	32-16
4	†USING PHONICS IN CONTEXT	4 - 6	Skills pract	27-04	9	SPELLING - GRADE 9	9 - 9	Rote drill	32-19
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† This is a new entry in THE SOFTWARE FINDER.

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3	POETRY WRITING	3 - 9	Skills pract	36-19	5	DIET	5 - 12	Data retr'val	46-06
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9	ASTRO QUOTES	9 - 9	Skills pract	37-09		MALAR	8 - 12	Simulation	46-12
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4	ORGAN	4 - 12	Computl tool	39-03		BECOMING INFORMED SHOPPER	6 - 12	Concept demo	46-20
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1	†MUSIC THEORY	1 - 12	Tutorial	40-09					
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7	FRENCH DELICACY	7 - 8	Educ'l game	42-07		†HOW TO FINANCE A CAR	9 - 14	Tutorial	47-04
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6	†ANTONYMS	6 - 12	Educ'l game	42-25		†CONSUMER HELP	9 - 14	Tutorial	47-07
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9	LANGUAGE TEACHER - SPANISH	9 - 12	Rote drill	45-18		†EARLY GAMES/YOUNG CHILDREN	K - 2	Educ'l game	49-12
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† This is a new entry in THE SOFTWARE FINDER.

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	MATH TABLES DRILL	1 - 3	Rote drill	53-18		CASH-R	3 - 6	Skills pract	60-10
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† This is a new entry in THE SOFTWARE FINDER.

FOREIGN LANGUAGE: French

5	†FRENCH BASEBALL	5 - 12	Educ'l game	41-04
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FOREIGN LANGUAGE: Italian

†	ITALIAN BASEBALL	5 - 12	Educ'l game	43-24
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	CUBBYHOLES	1 - 6	Educ'l game	54-13
	†ADDEDS	1 - 3	Educ'l game	55-08
2	DIVISION DRILL	2 - 6	Skills pract	55-22
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4	DECIMALS	4 - 9	Tutorial	60-24
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Numeration

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1	†PRE-MULTIPLICATION	1 - 3	Skills pract	66-25

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10	ISOMETRIC PROJECTOR	10 - 14	Computl tool	71-05
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3	†BOOKS OF THE BIBLE	3 - 8	Test genrat	73-15
	BIBLE QUIZ	3 - 10	Rote drill	73-17

MISCELLANEOUS: Basic Skills

K	†PATTERN RECOGNITION	K - 2	Skills pract	73-28
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9	COLOR CHEMISTRY SIMULATION	9 - 12	Concept demo	79-05	3	CAPITALS QUIZ	3 - 7	Rote drill	92-19
Atomic Structure					4	MAPS AND GLOBES	4 - 8	Skills pract	93-15
11	VALENCE	11 - 12	Rote drill	80-14		STATES AND CAPITALS	4 - 8	Rote drill	93-16
SCIENCE: General Science						REGIONS OF THE U.S.	4 - 9	Rote drill	93-17
6	PIONEERS IN TECHNOLOGY	6 - 12	Tutorial	84-25	5	COUNTRY	5 - 10	Rote drill	93-29
					SOCIAL SCIENCE: History				
					4	PRESIDENTS	4 - 10	Rote drill	94-20
					6	INVENT'NS THAT CHNGD LIVES	6 - 12	Tutorial	95-10
					10	REVOLUTIONARY WAR QUIZ	10 - 12	Educ'l game	95-27

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BUSINESS: Data Processing					ENGLISH: Basic Skills				
10	COBOL-80	10 - 12	Lang proces'r	5-01	Reading				
COMPREHENSIVE: Basic Skills					4	†GAME POWER FOR PHONICS	4 - 12	Educ'l game	27-07
K	†TEACHER'S PET	K - 2	Skills pract	6-25	FOREIGN LANGUAGE: French				
COMPREHENSIVE: Author Lang's					9	ADVENTURE (ENGLISH/FRENCH)	9 - 12	Educ'l game	42-18
1	PILOT plus	1 - 12	Author lang	7-21	MATHEMATICS				
	WATCAN	1 - 12	Author lang	7-25	6	MUMATH/MUSIMP-80	6 - 12	Computl tool	49-04
	NEVADA PILOT	1 - 12	Author lang	8-17	MATHEMATICS: Basic Skills				
COMPREHENSIVE: Comput'l Tools					Numeration				
4	†MATHE MAGIC	4 - 14	Computl tool	10-03	1	†NUMBER - ROTATION	1 - 12	Educ'l game	66-24
COMPREHENSIVE: Class Mgt Aids					SOCIAL SCIENCE: Geography				
1	†DIAGNOSTIC PRESCRIPT SYSTM	1 - 10	Teacher aid	11-23	4	†WORLD MAP	4 - 12	Tutorial	92-22
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	TESTRITE	1 - 12	Test genrat	12-09					
COMPUTER SCIENCE: Computer Prog'g									
4	NEVADA PILOT	4 - 12	Lang proces'r	14-03					
7	BASIC/ADVANCED BASIC/OPSY	7 - 12	Tutorial	14-23					
9	†ADV'C BASIC SELF INSTR CSE	9 - 16	Tutorial	16-01					
	†BASIC SELF INSTRUCT'N CSE	9 - 16	Tutorial	16-02					
	NEVADA COBOL	9 - 12	Lang proces'r	16-10					

† This is a new entry in THE SOFTWARE FINDER.

II-3 CONTENTS OF PROGRAM PACKAGES



Here are listed the names of programs included in program packages referred to elsewhere in THE SOFTWARE FINDER. A package is a collection of independent programs which are combined for purposes of distribution, but which may not be related in any other way. The programs are described separately in TSF to give a complete picture of what is being offered for sale in the context of the subject areas being supported. However, many readers who are interested in a given program will want to know the nature of other programs distributed with it. This listing

provides that information.

Packages are listed here in order by the number used to refer to them in Subsection II-1 (see page 3 for an example and explanation). The name by which the supplier refers to the package is given, followed by the supplier name and the program names (with page numbers where descriptions are located).

Note: The program listings for some packages are incomplete.

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III SOFTWARE FOR ADMINISTRATIVE APPLICATIONS

The main criterion for listing software in this section was, "Does it directly support the teacher and classroom functions?" If the answer was Yes, then the program in question was not included here. Thus, these products are those which support school departments such as the library, the principal's office, and the business office. They are

primarily recordkeeping and reporting programs.

The table below summarizes the products included here in terms of who supplies them and what computer(s) they run on (CP/M operating system required in some cases). Following the table are more detailed descriptions, grouped by supplier.

SUPPLIER	APPLE	PET / CBM	TRS - 80
Abbott Educational Software		Salary Schedule Generator	
Addison-Wesley	Bursar Energy Monitor Equip Purchase		Bursar Energy Monitor Equip Purchase
AdminAid Micro Software			Chapter 1 Records Competency Record-Keeping Elementary Grade Book Teachers Grade Book
American Guidance Services	Woodcock Assist		
Applied Educational Systems	Course Scheduling System (pupil assignment) Daily Attendance System Grade Reporting System Test Scoring System	Course Scheduling System (pupil assignment) Daily Attendance System Grade Reporting System Test Scoring System	Course Scheduling System (pupil assignment) Daily Attendance System Grade Reporting System Test Scoring System
Compu-Tations	Mail/Phone List		
BERTAMAX			School Attendance Program
COMALDOR		Attendance Report Classlists Class Roll Management Comaldor Proctor Filemaster Inventory Library Catalogue Permission Forms School File	
Comm*Data Computer House		Guest Register Media Register School Administr'n-Gen. Ledg.	
Computer Resources Inc.	MMS FOR SCHOOLS Attendance MMS FOR SCHOOLS Master Files		MMS FOR SCHOOLS Attendance MMS FOR SCHOOLS Master Files
Corp. for Public Info in Educ	The Curriculum Manager		The Curriculum Manager
Data Processing Consultants	Attendance Accounting Budgetary with Fund Acct'g Complete Scholastic Package Grade Accounting Payroll Package		
Desert Sound			Reader (forms reader driver)
Digipac Computer Consulting	The Attendance Desk		
DTI Data Trek	Acquisitions Catalog Circulation Serials	Acquisitions Catalog Circulation Serials	Acquisitions Catalog Circulation Serials
Educational Activities	Media & Equip't Mgt.	Media & Equip't Mgt.	Media & Equip't Mgt.
Educational Courseware	Inventory		
Educational Services Mgt.	Attendance Reporting System		
Educational Software Marketing	ESM-100		ESM-100
Educomp	Library Processes System		Library Processes System
Evans Newton	Project Attend Project BASIC Project I.E.P. Project Test	Project Attend Project BASIC Project Test Project Time	Project Attend
H.E.I. Inc.	CAM - Achievement Monitoring HEI - School Attendance HEI - SCORE - Test Scoring Mastery Management SCORE - Test Analysis		

SUPPLIER	APPLE	PET / CBM	TRS - 80
J. L. Hammett	Library Circuln/Overdue Bk	Library Circuln/Overdue Bk	Library Circuln/Overdue Bk
Integral Computer Systems	CAPPS-Total Financial Mgt	CAPPS-Total Financial Mgt	CAPPS-Total Financial Mgt
International Micro Systems	School Administration System (Financial,Sched,Stud Rec)	Accounts Payable System (Financial,Sched,Stud Rec)	Accounts Payable System (Financial,Sched,Stud Rec)
Learning Tools	Administrative Planning System Curriculum Management System Teacher Planning System		
Library Software Co.	The A-V Catalog Writer The Bibliography Writer The Elementary Overdue Writer The Overdue Collector The Overdue Writer The Overnight Writer		The A-V Catalog Writer The Bibliography Writer The Elementary Overdue Writer The Overdue Collector The Overdue Writer The Overnight Writer
Charles Mann & Associates	Attendance Class Scheduling System Grading Systems Programs		
MASBO Cooperative Corp.	CUS/Staff (tm)		
Microcomputer Education Applications Network	Modular Student Management System (special education)		
Micro-Music Inc.	Uniform Master I		
Microphys		Attendance System Scheduling-Update System	
Minnesota Educational Computing Consortium	School Utilities Volume 1 (salary, enrollment, revenue projections)		
Monument Computer Service	Assistant Principal (student scheduling & mark reporting) Roll Call (attendance accounting)		
Mount Castor Industries	Attendance Program The Classifier (master sched- ule, pupil assignment)	Attendance Program The Classifier (master sched- ule, pupil assignment)	Attendance Program The Classifier (master sched- ule, pupil assignment)
Orchard Systems	Circulation Management Syst		
Paralax B.V.	Rostar (master schedule builder)		
Persimmon Software	Drop/Add		
Powell Associates, Inc.			Simsys - Main Module (Data Base System) Simsys - Statistics Module Simsys - Test Scoring Package Simsys - Schl Administ Module
Professional Computer Systems	The Librarian		
Radio Shack			Rekord Administrator (Student Records) Rekord Counselor Rekord Special Programs
Random House	Career Information System		
RDA Systems	Micro Budget		
Reader's Digest Services Inc.	Listmaker		Listmaker
Ringgold Management Systems			Circulation Control
School & Home Courseware	HARTS III (Demographics, sched- uling, attendance, report cards)		
School Management Systems	Accounts Payable System Attendance System CARDPRIN/II System (Lib. Cat.) Fund Accounting (3 versions) Library Statistics Salary Calculations School Payroll System Student Billing System Student Record System	Accounts Payable System Attendance System CARDPRIN/II System (Lib. Cat.) Fund Accounting (3 versions) Library Statistics Salary Calculations School Payroll System Student Billing System Student Record System	Accounts Payable System Attendance System CARDPRIN/II System (Lib. Cat.) Fund Accounting (3 versions) Library Statistics Salary Calculations School Payroll System Student Billing System Student Record System
School Office Software	Attendance Reporting Syst II		

S U P P L I E R	A P P L E	P E T / C B M	T R S - 8 0
Software Research Corp.	Attendance Program Demographic/Scheduling Prog Textbook Program		
Software Technology	Student Scheduling & Tracking		
St. John's High School			Absentee Ad Drive Auction Vfile
Teacher' Pet		Enrollment	
Trinity High School Athletic Dept.			Athlet Director's Right Hand (sports records)
Unicom	Grade Reporting School Inventory		
Winnebago Software	Library Circulation System	Library Circulation System	Library Circulation System

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ABBOTT EDUCATIONAL SOFTWARE

SALARY SCHEDULE GENERATOR

Description: Generates salary schedules for across-the-board per cent raises; maximum array 7 columns X 25 rows; requires 80-column printer; written in BASIC
Syst(s): PET/CBM Price: \$9.75
Min Hardware: 16K + tape, printer

ADDISON-WESLEY

BURSAR (TM)

Description: Student activity fund accounting system, including journal, statements and trial balance reporting
Syst(s): APPLE TRS-80 Price: \$195
Min Hardware: 48K + disk, printer

ENERGY MONITOR

Description: Tracks energy use relative to climatic variables; accounts for energy units & expenditures in 1-90 buildings.
Syst(s): APPLE TRS-80 Price: \$245
Min Hardware: 48K+disk; TRS Mod III only

EQUIP (TM)

Description: School equipment inventory system, providing orderly and up-to-date information; allows allocation, location & accounting of all physical assets
Syst(s): APPLE TRS-80 Price: \$195
Min Hardware: 48K + disk, printer

PURCHASE (TM)

Description: Annual school purchasing

system, including specifications, requisitions, bids, & delivery schedules; simplifies bulk purchasing of all items
Syst(s): APPLE TRS-80 Price: \$195
Min Hardware: 48K + disk, printer

ADMINAID MICRO SOFTWARE

†CHAPTER 1 RECORDS

Description: Keeps records on Chapter 1 students: tests, time, etc.; lists eligible students; calculates improvement, etc.
Syst(s): TRS-80 Price: \$40
Min Hardware: 48K Mod III+ disk, printer

†COMPETENCY RECORD-KEEPING

Description: Maintains record of student competition of essential objectives; outputs list of unlearned students/skill report
Syst(s): TRS-80 Price: \$20
Min Hardware: 48K Mod III+ disk, printer

†ELEMENTARY GRADE BOOK

Description: Files up to 25 weighted alpha or numeric grades in each of 7 elementary subjects; separate grade sheet for each subject
Syst(s): TRS-80 Price: \$20
Min Hardware: 48K Mod III+ disk, printer

†TEACHERS GRADE BOOK

Description: Files averages of up to 25 numeric or alpha grades on up to 50 students in 1 to 9 classes; weights grades; has multi-user capability
Syst(s): TRS-80 Price: \$20
Min Hardware: 48K Mod III+ disk, printer

AMERICAN GUIDANCE SERVICES

†WOODCOCK ASSIST

Description: Converts Woodcock raw test scores to derived scores; gives reading grade levels, rel mastery scores, percentile ranks & NCE's; stores pre-/post
Syst(s): APPLE Price: \$29.50
Min Hardware: 48K+DOS3.2.1/3.3, printer

APPLIED EDUCATIONAL SYSTEMS

COURSE SCHEDULING SYSTEM

Description: Accepts course requests for up to 2500 students; does simple tally & conflict matrix; assigns students to cses & prints course rosters & stud't sched
Syst(s): CP/M Price: \$1495
Min Hardware: 56K+2 disks, card rdr, prtr

CLASSROOM MANAGEMENT SYSTEMS

All systems TRS-80-III, Heath/Zenith

1. Teachers Grade Book - up to 9 classes of 50 students; weighted numeric, alpha grades, multi user capability . \$20.00
2. Elementary Grade Book - grades on seven subjects; weighted alpha, numeric grades \$20.00
3. Competency Records: student records on essential objectives. \$20.00
(Add \$10 for 1-6 skills in Calif. school district)

AdminAid MicroSoftware

888 Bransford Court, Fairfield, Calif. 94533

† This is a new entry in THE SOFTWARE FINDER.

DAILY ATTENDANCE SYSTEM

Description: Accepts daily attendance data on mark-sense cards, stores on disk & produces daily reports & periodic summary reports; auto absence notice to parent
Syst(s): CP/M Price: \$1495
Min Hardware: 56K+2 disks, card rdr, ptr

GRADE REPORTING SYSTEM

Description: Accepts grades on mark-sense cards, stores on disk & prints report cards, honor rolls & class rank listings; interfaces with attendance
Syst(s): CP/M Price: \$1495
Min Hardware: 56K+2 disks, card rdr, ptr

†TEST SCORING SYSTEM

Description: Corrects multiple-choice tests of up to 100 questions & correlates performance objectives; reports by student, district, and/or school.
Syst(s): CP/M Price: \$995
Min Hardware: 56K+dsk, ptr; req's CP/M

APPLIED SYSTEMS

†ATTENDANCE REPORTING SYST

Description: Master calendar & student files hold biographical & attendance data for 5,000 students; reports include state requirements
Syst(s): Price: \$2000
Min Hardware: NorthStar, Vector, Decmate

†GENERAL LEDGER SYSTEM

Description: Double-entry ledger fund balances system meeting Handbook IIR requirements
Syst(s): Price: \$1000
Min Hardware: NorthStar, Vector, Decmate

Price: \$3000

Min Hardware: NorthStar, Vector, Decmate

†OMEGA SCHEDULING SYSTEM

Description: Cost Effective tool for constructing master schedules; up to 700 students per grade plus lists, etc; service support
Syst(s): Price: \$5000
Min Hardware: NorthStar, Vector, Decmate

†PAYROLL SYSTEM

Description: Automatic payroll disbursal; over 16 different deductions; prints W2 forms; service supported
Star Horizon, Vector, Decmate I
Syst(s): Price: \$3000
Min Hardware: NorthStar, Vector, Decmate

†PROGRAM BUDGETING SYSTEM

Description: Handbook IIR acctg features; automatic vendor check printing, transaction codes & budget preparation support
Syst(s): Price: \$3000
Min Hardware: NorthStar, Vector, Decmate

†REVENUE ACCOUNTING SYSTEM

Description: Format for revenue accounting designed for use with program-based budgeting per Handbook II; service support
Syst(s): Price: \$1000
Min Hardware: NorthStar, Vector, Decmate

BERTAMAX INC.

SCHOOL ATTENDANCE PROGRAM

Description: Maintains & reports data on excused/unexcused absences, tardies, parent conferences & report lettrs; Mod II (2600 stud't) \$995, Mod I (1000 stud't) \$650
Syst(s): TRS-80 Price: \$650
Min Hardware: Model II/III+2 dsk, ptr

COMPUTER SOFTWARE

FOR

SCHOOL ADMINISTRATORS

Fiscal Management Systems

Program Budgeting

Payroll

Revenue Accounting

General Ledger

School Management Systems

Scheduling

Grade Reporting

Attendance Reporting



applied systems inc

u.s. route 4

barrington, n.h. 03825

(603) 868-2844

MASTER GRADES PROGRAM: A complete grades management system for teachers. Designed primarily for the secondary level but is in use by many elementary and college level teachers. With this program you can produce alphabetized pages for your gradebook, alphabetized grade summaries for all students by grade level, subject or class, three kinds of progress notes to parents (depending on the parameters set by the teacher) and weekly or oftener reports in alpha or percentage order for all of your classes.

MASTER GRADES works on the point system. All grades are input as points out of possible points which could be earned per assignment or test. Since only the cumulative totals are kept, scores to 9999 are possible. (It is assumed that a teacher will still record the grades in a book or on the sheets generated by this program. That is your official record). The program then converts the points to a percentage and a letter grade is assigned according to the grading scale created by the teacher. The grading scale may be changed at any time including just prior to printout to allow for "easier" or "harder" markings of different classes. The program will hold 200 names.

The 16K version is supplied in BASIC and comprises three separate programs which load each other automatically depending on the main menu option selected.

The 32K version is all one program and is compiled in PETSPEED for the ultimate in speed and reliability. This version also includes a full edit routine which allows everything concerning a student to be changed at any time.

MASTER GRADES was written by two experienced secondary math teachers who are also expert programmers. They have produced a program which is designed for the FIRST TIME COMPUTER USER and whose only ability on the computer is knowing how to load a program. **MASTER GRADES** is a classic in error prevention and error trapping. It will not let you fail, nor will it allow you to lose your data.

Ten pages of instructions are included which will become superfluous your first time through the program.

A DEMO disk of the 32K version is available for \$7.00 for 2031/4040/8050 drives. This amount is refundable when the demo disk is returned and the regular program ordered.

MASTER LIBRARY PROGRAM — The ultimate utility program to organize all of your files. This program is not limited by the memory of the machine you are using as it writes linked sequential files and is capable of cataloging over 8000 titles. The titles, disk id and blocksize are read from each disk almost as fast as you can feed them into the drive. The options allow you to create a new file, add to an old one or print only. As many sequential files as necessary are created to handle your entire collection of programs and, when you are ready, one continuous alphabetized listing with 100 titles per page is printed. Fast machine language sort, of course.

Also included on the disk is a fast **SEARCH** program which lets you check an incoming disk for duplicate titles. The duplicates are then flagged for you on the incoming disk with a back arrow. A hardcopy printout is available at your option.

DISK-A-BETIZER is also included. This program alphabetizes the titles on your disks for you and recovers **SCRATCHED** files should you need this option. Compiled versions of **SEARCH** and **DISK-A-BETIZER** have been added to the original package as have three extra utilities called **PRINT LIB**, **EXPAND LIB** and **COMPARE LIB**.

Both require CBM Computer with 16K or 32K of memory, single or dual drive and CBM or ASCII printer.

Please specify your equipment when ordering. School purchase orders and personal checks welcome.

PRICE: \$39.50 (U.S. Funds) each.

MIDWEST SOFTWARE • BOX 214 • FARMINGTON, MICH 48024 • PHONE (313) 477-0897

† This is a new entry in THE SOFTWARE FINDER.

COMALDOR

ATTENDANCE REPORT

Description: Accepts absentee names & homerooms, then sorts & prints names with associated homerooms
Syst(s): PET/CBM Price: \$20
Min Hardware: 8K + tape, printer

CLASS ROLL MANAGEMENT

Description: Keeps track of adjustments to master schedule & pupil assignments due to student course changes
Syst(s): PET/CBM Price: \$90
Min Hardware: 4032 PET, 4040 disk, printer

CLASSLISTS

Description: Accepts, sorts, lists student names; stores on tape or disk
Syst(s): PET/CBM Price: \$20
Min Hardware: 8K + tape or disk, printer

COMALDOR PROCTOR

Description: Builds & maintains data base of test items; drills students on-line or prints exam sheets; evaluates student responses, reports statistics.
Syst(s): PET/CBM Price: \$150
Min Hardware: 32K+4040/8050 disk, printer

FILEMASTER

Description: Accepts & alphabetizes student names, then stores on tape or disk; can then generate mark lists, interstaff field trip notices or attendance lists
Syst(s): PET/CBM Price: \$20
Min Hardware: 16K + tape, printer

INVENTORY

Description: Accepts, maintains, & reports school's inventory of A/V equipment; 9 information fields per item
Syst(s): PET/CBM Price: \$20
Min Hardware: 8K + tape, printer

LIBRARY CATALOGUE

Description: Makes all library cards from 1 entry; stores info for later retrieval; automatic formatting/spacing/printing of all special cards; write for samples.
Syst(s): PET/CBM Price: \$150
Min Hardware: 16K+disk, printer w/ bottom feed

PERMISSION FORMS

Description: Asks 9 questions regarding event for which parental permission is requested, then prints form for duplicating
Syst(s): PET/CBM Price: \$20
Min Hardware: 8K + tape, printer

SCHOOL FILE

Description: Keeps demographic data for 500 students; reports by grade, room, or entire school alphabetically or by grade; class lists for marks if graph printer.
Syst(s): PET/CBM Price: \$25
Min Hardware: 16K + disk, printer

COMM*DATA COMPUTER HOUSE

GUEST REGISTER

Description: Accepts & stores guest names & addresses; reports to screen or printer; can generate address labels for mailings
Syst(s): PET/CBM Price: \$10.95
Min Hardware: 8K PET+tape; printer opt

MEDIA REGISTER

Description: Helps keep track of books, tapes, filmstrips, etc.; can report on screen or on printer.
Syst(s): PET/CBM Price: \$10.95
Min Hardware: 16K + tape; printer opt'l

SCHOOL ADMINISTRATION G/L

Description: Creates & maintains general ledger accounts for school; provides monthly accounts in different sequences
Syst(s): PET/CBM Price: \$49.95
Min Hardware: PET + disk + printer

COMPU-TATIONS

MAIL/PHONE LIST

Description: Utility program for name, address & phone listings, including sort & mailing label capabilities
Syst(s): APPLE Price: \$14.95
Min Hardware: 48K + disk, printer, Applesoft

COMPUTER RESOURCES INC.

MMS FOR SCHLS Attendance

Description: Package includes MMS FOR SCHOOLS Master File System; does daily & periodic attendance reports for up to 204 days & using up to 50 definable codes
Syst(s): APPLE TRS-80 Price: \$500
Min Hardware: 48K, 2 disks, printer

MMS FOR SCHLS Master Files

Description: Stores & maintains up to 20 items of information on each student/employee; searches & sorts data; creates user-defined reports, mailing labels
Syst(s): APPLE TRS-80 Price: \$300
Min Hardware: 48K, 2 disks, printer

CORP. FOR PUBLIC INFO. IN EDUCATION

THE CURRICULUM MANAGER

Description: Monitors student progress on individualized curriculum goals in 2 texts simultaneously; detailed reports at building, class & student levels
Syst(s): TRS-80 Price: \$300
Min Hardware: 48K + disk, printer

DATA PROCESSING CONSULTANTS

ATTENDANCE ACCOUNTING

Description: Daily & class attendance; rosters, locator cards, medical authorization report, master attendance book, tracking & placement
Syst(s): APPLE CP/M Price: \$750
Min Hardware: 64K + disk, printer

BUDGETARY WITH FUND ACCT'G

Description: General ledger, general journal, budgeting control & reporting, purchasing system, bank reconciliation system, 240 report
Syst(s): APPLE CP/M Price unknown
Min Hardware: 64K + disk, printer

COMPLETE SCHOLASTIC PACK'G

Description: Master scheduling, arena registration, conflict matrix, course tallies, master student information base, teacher grade sheets
Syst(s): APPLE CP/M Price: \$750
Min Hardware: 64K + disk, printer

GRADE ACCOUNTING

Description: Master grade book, report cards, transcript labels, class schedules; reports: failure, ranking, GPA, honor roll, alphabet roster, locator cards
Syst(s): APPLE CP/M Price: \$750
Min Hardware: 64K + disk, printer

PAYROLL PACKAGE

Description: Up to 10,000 employees; does time sheets, deductions & payments reports, checks, fund reports, state ERA ESC & qtrly reports; total fund accounting
Syst(s): APPLE CP/M Price: \$950
Min Hardware: 64K + disk, printer

DESERT SOUND

READER

Description: Allows TRS-80 programs to control a Scantron 2012 Forms Reader; esp. useful in Attendance & Mark Reporting
Syst(s): TRS-80 Price: \$175
Min Hardware: Model I/III + disk

DIGIPAC COMPUTER CONSULTING

THE ATTENDANCE DESK

Description: Administrative data base; records different absence/late categories by period of day; automatic notices; accommodates 1,600 students
Syst(s): APPLE Price: \$319.95
Min Hardware: 48K+2 disks, printer, Applesoft

DTI DATA TREX

ACQUISITIONS

Description: Invoices, tracks & receives anything needed by library; incl cost allocation, cost center control, vendor file, Boolean searching
Syst(s): CP/M Price: \$2450
Min Hardware: As necessary for CP/M

CATALOG

Description: Provides on-line Boolean searches, printed catalog, direct interface w/ Acquisitions module; gives shelf report, new acquisition's list, auth ctrl
Syst(s): CP/M Price: \$2450
Min Hardware: As needed for CP/M

CIRCULATION

Description: Supports libr check in/out, hold, renewal; does overdue reports & notices, usage & borrower reports; has user database; is barcode adaptable
Syst(s): CP/M Price: \$2450
Min Hardware: As needed for CP/M

SERIALS

Description: Provides routing slip maintenance & production, check in, claims & renewal alerts; incl serials catalog, vendor database, routing slip control
Syst(s): CP/M Price: \$2450
Min Hardware: As needed for CP/M

EDUCATIONAL ACTIVITIES

MEDIA & EQUIPMENT MANAGEMENT

Description: Assists in medium-sized centers with handling management tasks in an efficient manner; TRS-80 is Model III
Syst(s): APPLE PET/CBM TRS-80 Price: \$98
Min Hardware: 48K + disk, printer

EDUCATIONAL COURSEWARE

INVENTORY

Description: Inventory control for a small school
Syst(s): APPLE Price: \$32
Min Hardware: 48K+DOS3.2.1/3.3, printer

(WINTER '83 REVIEW)

A district looking for something LIKE this would be well-advised to consider

Curriculum Manager™

a product of PIE

† This is a new entry in THE SOFTWARE FINDER.

EDUCATIONAL SERVICES MANAGEMENT

ATTENDANCE REPORTING SYST

Description: Internal/external reports for any size school; 8 user-defined absence cate'g's; reports daily attendance, individ. stud't history, many summaries
Syst(s): APPLE Price: \$550
Min Hardware: 64K Apple II + 2 dsk,ptr

EDUCATIONAL SOFTWARE MARKETING

†ESM-100

Description: Administrative program for student records, scheduling, attendance & tracking; written in COBOL; requires two disk drives, 80-col prtr; scanner optl
Syst(s): APPLE TRS-80 CP/M Price: \$2495
Min Hardware: 64K Ap+CP/M; 48K TRS Mod3

EDUCATIONAL TESTING SERVICE

SIGI-INTERACTIVE GUIDANCE

Description: A computerized career guidance system that helps students develop individual career plans; price /\$1200/yr.
Syst(s): TRS-80 Price: \$12
Min Hardware: 64K Mod II+2 dsk, PASCAL

EDUCOMP

LIBRARY PROCESSES SYSTEM

Description: Produces catalog cards, book lists & AV catalogs;does subject searches; accepts and maintains up to 725 items per disks; sorts by call nos.; Ap ver \$200
Syst(s): APPLE TRS-80 Price: \$150
Min Hardware: 48K+2d,ptr;TRS Mod1/2/3

EVANS NEWTON INC.

PROJECT ATTEND

Description: Monitors, evaluates attendance, up to 10 periods/day, any size school; user-defined reports; data entry by premarked cards; req's card reader
Syst(s):APPLE PET/CBM TRS-80 Price:\$1995
Min Hardware: 2 dsk; App/TRS48K,CBM32K

PROJECT BASIC

Description: Scores tests & monitors/-evaluates stud't progress on goals/obj's; 15 reports at student, program & district levels; req's card rdr, 2 disks,printr
Syst(s):APPLE PET/CBM Price: \$1995
Min Hardware: App48K+lang cd; CBM 32K

PROJECT I.E.P.

Description: Scores tests, monitors and evaluates student progress on goals/objectives & state guidelines; requires card reader, 2 disks, printer
Syst(s): APPLE Price: \$1995
Min Hardware: App 48K+lang cd;CBM 32K

PROJECT TEST

Description: Scores tests to 100 items, does item analysis with recommended assignments for missed items, & summary analysis of the scored tests
Syst(s): APPLE PET/CBM Price: \$295
Min Hardware: 32K+2 dsk,card rdr,printr

PROJECT TIME

Description: Compiles, analyzes, stores & reports pre-/post- results on standardized tests for Federal Program Coordinators; test answer cards read by machine
Syst(s): PET/CBM Price: \$1995
Min Hardware: 32K+2 dsk,card rdr,printr

J.L. HAMMETT

LIBRARY CIRCULN/OVERDUE BK

Description: Records, stores & reports book circulation information; can request reports by student name, grade level,

title, author, due date & catalog no.
Syst(s): APPLE PET/CBM TRS-80 Price: \$59
Min Hardware: 32K + disk, printer

H.E.I. INC.

†CAM-ACHIEVEMENT MONITORING

Description: Scores tests answered on marked cards, reports student prog on instruct'l goals & obj's; up to 100 obj's for up to 200 students in 4 groups
Syst(s): APPLE Price \$150
Min Hardware: 48K+2dsk,80-col prtr,cdr

†HEI-SCHOOL ATTENDANCE

Description: Records & reports daily and term attendance info; card rdr input;up to 2,000 students, 8 per's/day; daily repts by schl,home,teacher and/or grade
Syst(s): APPLE Price: \$195
Min Hardware: 48K+2dsk,80-cl prtr,cdr

†HEI-SCORE

Description: Input on marked cards;repts student scores & scored responses,test analysis,frequency distrib of test scores; 1-50 items per test,mult-choice/T-F
Syst(s): APPLE Price: \$99
Min Hardware: 48K+2dsk,80-col printr,cdr

†MASTERY MANAGEMENT

Description: Scores mastery tests (card input),stores & reports group & individual status,individ studt results,course summ, test item analysis;400 obj's,900 studs
Syst(s): APPLE Price: \$300
Min Hardware: 48K+2dsk,80-col prtr,cdr

†SCORE - TEST ANALYSIS

Description: From marked cards or keybrd, scores tests,does freq distrib'ns,item analyses, gradebook listings, and complete descr statistics, individ & cumulative
Syst(s): APPLE Price: \$4500
Min Hardware: 48K+2dsk,80-col prtr,cdr

INTEGRAL COMPUTER SYSTEMS

CAPPS

Description: Total school district financial management system; budget, accounts payable,payroll; uses floppy or hard dsk.
Syst(s): CP/M Price: \$7000
Min Hardware: As necessary for CP/M

INTERNATIONAL MICRO SYSTEMS

SCHOOL ADMINISTRATION SYST

Description: Comprehensive schl administrative pkg; incl stud'g schedul'g & records, fund accounting, payroll, fixed asset accounting & accounts payable
Syst(s): TRS-80 CP/M Price: \$3000
Min Hardware: TRS64K ModII+2 dsk, prtr

LEARNING TOOLS INC.

ADMINISTRATIVE PLAN'G SYST

Description: Uses individual client records to create admin. reports; can be used for program planning, monitoring; price incl other 2 Learning Tools programs
Syst(s): APPLE Price: \$2000
Min Hardware: UCSD Pascal,64K,2 dsk,ptr

CURRICULUM MANAGEMENT SYST

Description: Centralizes information and helps in develop'g curricula & planning instr'n; facilitates curriculum sharing; price incl other 2 Learning Tools prgs
Syst(s): APPLE Price: \$200
Min Hardware: UCSD Pascal,64K,2 dsk,ptr

TEACHER PLANNING SYSTEM

Description: Creates individual student records using a template created by user; has authorization system;can create IEPs;

TEACHER'S GRADEBOOK

Features the production of seating charts, ease of data entry/editing, user defined and weighted fields to own grading system, and of special interest is the constant update of student averages as data is added.

DISK 49.95 TAPE 34.95

THE TEACHING ASSISTANT
22 SEWARD DRIVE
HUNT. STA., NY 11746

price incl other 2 Learning Tools prgs
Syst(s): APPLE Price: \$2000
Min Hardware: 64K + 2 disks, printer

LIBRARY SOFTWARE CO.

THE A-V CATALOG WRITER

Description: Designed to create, update, and print an in-house catalog of A-V holdings by subject and call number.
Syst(s): APPLE TRS-80 Price: \$69.95
Min Hardware: 48K+2dsk,ptr;Apple+Aplst

THE BIBLIOGRAPHY WRITER

Description: Designed to create and update subject bibliographies in either author or call number order.
Syst(s): APPLE TRS-80 Price: \$49.95
Min Hardware: 48K+2dsk,ptr; Apple+Aplst

THE ELEM'RY OVERDUE WRITER

Description: Library circulation system for elementary schools; produces overdue notices, bills & lists by room.
Syst(s): APPLE TRS-80 Price: \$149.95
Min Hardware: 48K+2dsk,ptr;Apple+Aplst

THE OVERDUE COLLECTOR

Description: Used with The Overdue Writer, this program accumulates on a single disk all records of books still not returned.
Syst(s): APPLE TRS-80 Price: \$49.95
Min Hardware: 48K+disk; Apple+Applesoft

THE OVERDUE WRITER

Description: Stores all circulation information, maintains it, and produces overdue notices, bills, and lists
Review: TCT 6/82
Syst(s): APPLE TRS-80 Price: \$149.95
Min Hardware: 48K + disk, printer

THE OVERNIGHT WRITER

Description: Circulation program to handle short or overnight check-outs or special collections.
Syst(s): APPLE TRS-80 Price: \$39.95
Min Hardware: 48K+2dsk,ptr;Apple+Aplst

CHARLES MANN & ASSOCIATES

ATTENDANCE

Description: Accepts, stores & reports daily excused & unexcused absences & tardies; produces all summaries necessary; interfaces with schedul'g & grad'g sys
Syst(s): APPLE Price: \$299.95
Min Hardware: 48K + 2 disks, printer

CLASS SCHEDULING SYSTEM

Description: Assigns up to 2400 students to master schedule;test run for conflicts; handles req'd cses, study halls, lunches;

† This is a new entry in THE SOFTWARE FINDER.

interfaces grad'g syst. Rev: IW 3/2/81
Syst(s): APPLE Price: \$349.95
Min Hardware: 48K + 2 disks, printer

GRADING SYSTEM PROGRAMS
Description: Prepares class rosters, student class schedules, grade summaries, report cards & honor roll for large school; interfaces w/ sched'g, attend'c systems
Syst(s): APPLE Price: \$299.95
Min Hardware: 48K + 1 disk, printer

MASBO COOPERATIVE CORP.

†CUS/STAFF (tm)
Description: Computes no. of custodians needed by school distr or college based on specific characteristics of the institution's facilities; w/ manual, audiotape
Syst(s): APPLE Price: \$245
Min Hardware: 48K + DOS 3.3

MERLAN SCIENTIFIC

MASTER ATTENDANCE PROGRAM
Description: Records, maintains, reports attendance data; up to 9 subjects per student.
Syst(s): PET/CBM Price: \$200
Min Hardware: 32K + disk

MASTER SCHEDULING PROGRAM
Description: Prepares master schedule for school based on numbers of requests for ea subject; accepts constraints as required; 220 cses on 4040 dsk, many more on 8050.
Syst(s): PET/CBM Price: \$300
Min Hardware: 32K+dual disks, printer

SCHOOL BUDGET PROGRAM
Description: Records, maintains, reports money spent by school departments; incl's search routines, screen viewing of dep't accounts; reports by account.
Syst(s): PET/CBM Price: \$75
Min Hardware: 16K + disk

STUDENT TIMETABLE UPDATE
Description: Accepts cse requests, adds/-drops; balances class sizes as assigns students; prints new stud't schedules, cse delete notices, full master schedule.
Syst(s): TRS-80 Price: \$300
Min Hardware: 32K + dual disk drives

MICRO EDUCATION APPL'N NETWORK

MODULAR STUDENT MGT SYSTEM
Description: Maintains pupil records in special education & develops IEP from objectives bank; sorts data; writes repts; price variable depending on syst size
Syst(s): APPLE Price: \$485
Min Hardware: 48K + 2 disks, printer

MICRO-MUSIC INC.

UNIFORM MASTER I
Description: Inventory accounting for music uniforms; records, assigns, and stores five parts of 110 uniforms.
Syst(s): APPLE Price: \$190
Min Hardware: 48K + DOS 3.2/3.3

MICROPHYS

ATTENDANCE SYSTEM
Description: Maintains & reports attendance data for up to 2500 students; prints daily report & summary statistics; retrieves absences for any time interval
Syst(s): PET/CBM Price: \$600
Min Hardware: 32K + disk, printer

SCHEDULING-UPDATE SYSTEM
Description: Accepts student schedule/-course changes, prints add-drop forms, new class lists, student schedules & course directory as necessary
Syst(s): PET/CBM Price: \$500
Min Hardware: 32K + 2 disks, printer

MINN. EDUCAT'L COMPUTING CONSORT'N

SCHOOL UTIL VI-PROJECTION
Description: Projects school salaries, enrollment, and revenue; revenue projection uses Minnesota tax figures
Syst(s): APPLE Price: \$36.59
Min Hardware: 48K + disk, printer

MONUMENT COMPUTER SERVICE

ASSISTANT PRINCIPAL
Description: Does student scheduling and mark reporting; prints class rosters, student schedules, teacher assignments, report cards, student master records & more
Syst(s): APPLE Price: \$650
Min Hardware: 48K+Aplst, 2 dsk, printer

ROLL CALL
Description: Accepts, stores & reports daily attendance data; prints daily bulletin & periodic summary reports; interfaces with mark reporting system
Syst(s): APPLE Price: \$300
Min Hardware: 48K+Applesoft, dsk, printer

MOUNT CASTOR INDUSTRIES

ATTENDANCE PROGRAM
Description: Daily attendance, monthly summaries; day-by-day listing of status; monthly and year-to-date totals for each grade.
Syst(s): APPLE PET/CBM TRS-80 Price: \$195
Min Hardware: Ap, TRS48K/CBM32K+dsk, ptr

THE CLASSIFIER
Description: Tallies course requests, creates master schedule, prints student/teacher schedules, class rosters & room usage rept. Req 32K PET+2k or 48K App/TRS, 2d
Syst(s): APPLE PET/CBM TRS-80 Price: \$495
Min Hardware: See above

ORCHARD SYSTEMS

†CIRCULATION MANAGEMENT SYS
Description: Tracks 600 library items fr/checkout to return, more w/ mult disket's; auto fine assessment, overdue slips/lists, on-line book locator; other reports
Syst(s): APPLE Price: \$150
Min Hardware: 48K+ DOS 3.3, 132-col ptr

PARALAX B.V.

ROSTAR- MASTER SCHEDULES
Description: Generates master timetables for schools of up to 2400; considers distance between rooms, amount of homework, room use, hrs/subj/wk, and much more
Syst(s): APPLE Price: \$2000
Min Hardware: 48K + 2 disks, printer

PERSIMMON SOFTWARE

†DROP/ADD
Description: Handles many functions required for departmental enrollment processes, including creation of waiting lists; runs on Franklin; listing avail
Syst(s): APPLE Price: \$35
Min Hardware: 48K+ disk, printer, Aplstft

POWELL ASSOCIATES INC.

SIMSYS - MAIN MODULE
Description: Allows non-programmer to create, maintain, search, sort, merge & print data files; 2000 stud'ts/diskette; opt'l numeric data entry by doc reader
Syst(s): TRS-80 Price: \$450
Min Hardware: 64K ModII, disk, printer

SIMSYS - STATISTICS MODULE
Description: Computes on selected data: mean, std dev, min/max, correl'ns, x-tabulations, histograms, freq distrib'ns; data entry by doc reader; req's Main Module
Syst(s): TRS-80 Price: \$100
Min Hardware: 64K Mod II, disk, printer

SIMSYS - TEST SCORING PKG
Description: Creates & maintains item bank, builds, scores & does statistics for tests; up to 12 domains, 15 objectives per domain; requires Simsys Main Module
Syst(s): TRS-80 Price: \$200
Min Hardware: 64K + disk, printer

SIMSYS-SCHOOL ADMIN MODULE
Description: Does attendance reports, report cards, counselor student profiles, Title I analysis, mail labels; data entry by doc reader; req's Simsys Main Mod
Syst(s): TRS-80 Price: \$150
Min Hardware: 64K ModII, disk, printer

PROFESSIONAL COMPUTER SYSTEMS

THE LIBRARIAN
Description: Stores 500 references per disk on any publication type; very fast search & retrieval on up to 8 info categories or keywds w/in text of abstract
Syst(s): APPLE Price: \$29.95
Min Hardware: 48K, disk, printer opt'l

RADIO SHACK

REKORD ADMINISTRATOR
Description: Records and reports student data; designed for school administrator with no previous computer experience.
Syst(s): TRS-80 Price: \$499
Min Hardware: 48K Mod I/III+dsk, printer

REKORD COUNSELOR
Description: Stores & retrieves student records or prints student reports for review before counseling sessions; for guidance personnel without computer exper.
Syst(s): TRS-80 Price: \$499
Min Hardware: 48K Mod/III+dsk, printer

REKORD SPECIAL PROGRAMS
Description: Stores and reports student data for the coordinator of specially funded instructional programs who has no previous computer experience.
Syst(s): TRS-80 Price: \$499
Min Hardware: 48K ModI/III+dsk, printer

RANDOM HOUSE

CAREER INFORMATION SYSTEM
Description: Gives careers quiz, reports & stores results; selectively retrieves career information from data base including 240 job titles, local & nat'l info.
Syst(s): APPLE Price: \$375
Min Hardware: 32K+2 dsk, DOS3.3, Aplstft

RDA SYSTEMS

†MICRO BUDGET
Description: Financial management, vendor payments, payroll encumbrances, A/C recvbl, food services & stud't activity account; \$2-8,000 depending on modules selected
Syst(s): APPLE CP/M Price: \$20
Min Hardware: 48K+disk, printer, CP/M

† This is a new entry in THE SOFTWARE FINDER.

READER'S DIGEST SERVICES INC.

LISTMAKER

Description: Information mgt system keeps & updates files; prints form letters, grade reports & labels; user-friendly.
Syst(s): APPLE TRS-80 Price: \$97.50
Min Hardware: 48K + disk

RINGOLD MANAGEMENT SYSTEMS

†CIRCULATION CONTROL

Description: Full inventory control of circulation; item reserves, patron holdings, overdues; search by title or patron name
Syst(s): TRS-80 CP/M Price: \$15000
Min Hardware: 64K TRS ModII/16+dsk,prtr

SCHOOL & HOME COURSEWARE INC.

HARTS III

Description: Complete student accounting system consisting of 4 integrated subsystems for demographics, scheduling, period attendance and report cards
Syst(s): APPLE Price: \$3995
Min Hardware: 48K+ROM Aplsft,2dsk,prntr

SCHOOL MANAGEMENT SYSTEMS

ACCOUNTS PAYABLE SYSTEM

Description: All normal functions, check printer, vendor file & auto payment of fixed items; interfaces with fund acct'g; CP/M,TRS/App+hard disk or TRS+2-8"dsks
Syst(s): APPLE TRS-80 CP/M Price: \$325
Min Hardware: 64K TRS80 Mod II/Apple II

ATTENDANCE SYSTEM

Description: Maintains attend'nc data for 1000 stud'ts; reports daily absences, 10 per/day,gr 1-12; user defined codes; complete report'g for sch'l support & more.
Syst(s): APPLE CP/M Price: \$395
Min Hardware: 56K+2 disks,printer; CP/M

CARDPRIN/II SYSTEM

Description: Maintains data on print materials holdings,prints catalog card/label sets; displays all info before printing, allowing editing; multiple card sets.
Syst(s): APPLE TRS-80 CP/M Price: \$95
Min Hardware: Apple CP/M; TRS48K+2dsks

FUND ACCOUNTING SYST(V.03)

Description: Interfaces with A/P system; 20-digit user-defined acc't structure & sorts on 8 fields allow detailed reports; CP/M,TRS/App+hard disk or TRS+2 8" dsks
Syst(s): APPLE TRS-80 CP/M Price: \$295
Min Hardware: 64K TRS80 Mod II/Apple II

LIBSTATS

Description: Accumulates daily library circulation statistics for up to 10 mos.; based on Dewey Dec syst; separate fiction/SC stats; reports for mo. or yr.
Syst(s): APPLE CP/M Price: \$45
Min Hardware: 56K+2 disks,printer, CP/M

SALCALC

Description: Generates salary schedules, placement scattergrams, and total cost of instructional staff; ideal for budg prep, "what if" fixed costs, negotiations.
Syst(s): APPLE CP/M Price: \$75
Min Hardware: 48K + Z-80 card, 2 disks

SCHOOL PAYROLL SYSTEM

Description: Checks, records & reports for up to 500 employees; 8 user defined deduct'n categ's;many audit trail repts; CP/M,TRS/App+hard disk or TRS+2 8"dsks
Syst(s): APPLE TRS-80 CP/M Price: \$1500
Min Hardware: 64K TRS80 Mod II/Apple II

STUDENT BILLING SYSTEM

Description: Manages accounts receivables for student fees; prints statements incl'g

late charges; reports balances due w/ YTD activity, cumulative receivables, etc.
Syst(s): APPLE CP/M Price: \$325
Min Hardware: 48K + Z-80 card, 2 disks

STUDENT RECORD SYST (V.03)

Description: Scheduling, mark reporting & transcripts for up to 2300 students; 6-/7-period day, 4-pt grading; many reports; CP/M,TRS/App+hard disk or TRS+2 8"dsks
Syst(s): APPLE TRS-80 CP/M Price: \$350
Min Hardware: 64K TRS80 Mod II/Apple II

SCHOOL OFFICE SOFTWARE

†ATTENDANCE REPORT'G SYS II

Description: Handles sch'l of any size; 8 user-defined absence categ's (3 per-by-per for up to 8 pers); reports daily attend; indiv studt hist,homerm rosters,summ's
Syst(s): APPLE Price: \$600
Min Hardware: 64K+2dsks,prntr;cdr opt'l

SOFTWARE RESEARCH CORP.

ATTENDANCE PROGRAM

Description: Attendance rec'ds for 1200 stud'ts; absence lists, bi-monthly attendance totals, parent lettrs, report cards; price includes other 2 SRC programs
Syst(s): APPLE Price: \$600
Min Hardware: 48K+2 dsks,card rdr,prntr

DEMOGRAPHIC/SCHEDULING PRG

Description: Confl matrix from course requests; after self-sched'g, does class, grade,locker lists; timetables; address labels; price incl other 2 SRC prog'ms
Syst(s): APPLE Price: \$600
Min Hardware: 48K+2 dsks,card rdr,prntr

TEXTBOOK PROGRAM

Description: Records on up to 990 texts; lists them alphabetically by dep't, prints forms used in debit-credit text inventory syst; price includes other 2 Jem progs
Syst(s): APPLE Price: \$500
Min Hardware: 48K+2 dsks,card rdr,prntr

SOFTWARE TECHNOLOGY

†STUDT SCHEDUL'G & TRACKING

Description: Totally integrated student scheduler & report program; for schools of up to 5,000 students; also available for IBM Personal Computer
Syst(s): APPLE CP/M Price: \$4000
Min Hardware: 48K + disk, printer

ST. JOHN'S HIGH SCHOOL

ABSENTEE

Description: Stores & reports daily absentee data; prints daily alfa list of absentees, tardies, early dismissals, & no. of consecutive absences;other reports.
Syst(s): TRS-80 Price unknown
Min Hardware: 48K ModIII+2dsks,printer

AD DRIVE

Description: Records & reports ads sold for sch'l show; reports ads sold daily, all ads by student or source, ads not repeated & ads by amount;does bill'g labels.
Syst(s): TRS-80 Price unknown
Min Hardware: 48K ModIII+2 dsks,printer

AUCTION

Description: Records & reports sales at fund-raising auctions; items & buyers are entered beforehand, permitting immediate & accurate acctg when buyer leaves.
Syst(s): TRS-80 Price unknown
Min Hardware: 48K ModIII+2 dsks,printer

VFILE

Description: Stores & reports student names, addresses, telephone nos. and other

necessary data; also prints students' classr'ms by period;very useful lists.
Syst(s): TRS-80 Price unknown
Min Hardware: 48K ModIII+2 dsks,printer

TEACHER'S PET

ENROLLMENT

Description: Computes enrollment figures by grade & school for Calif state reports; teacher names entered in DATA statements; disk version \$10.95
Syst(s): PET/CBM Price: \$7.95
Min Hardware: 8K + tape

TRINITY HIGH SCHOOL

ATHLETIC DIR'S RIGHT HAND

Description: Given eligibility information, prints std eligibility form;compiles awards & varsity participation records; reports in alpha or numeric order
Syst(s): TRS-80 Price: \$15
Min Hardware: 48K Mod I+2 dsks,printer

UNICOM

GRADE REPORTING

Description: Maintains grade file; prints report cards; computes GPA,earned credits, honor roll, class ranks; handles complex grading systs; on-line data retrieval.
Syst(s): APPLE Price: \$250
Min Hardware: 48K+ROM Apsft,2d,132c ptr

SCHOOL INVENTORY

Description: Maintains resource file; on-line retrieval of patron & circul'n data; prints overdue lists & notices; reports patron statistics, item usage.
Syst(s): APPLE Price: \$250
Min Hardware: 48K+ROM Apsft,2d,132c ptr

WINNEBAGO SOFTWARE

LIBRARY CIRCULATION SYSTEM

Description: Check in/out with bar wand, eliminat'g book cards; reports overdue, items checked in & out; handles 18,000 items, 3,000 names, 10% overdues.
Syst(s): APPLE CP/M Price unknown
Min Hardware: 48K+2dsks,grf ptr,bar wnd

† This is a new entry in THE SOFTWARE FINDER.



Abbott Educational Softwe
334 Westwood Avenue
E. Longmeadow, MA 01028
413/525-3462

Academic Software
22 East Quackenbush Ave.
Dumont, NJ 07628

Academy Software
P.O. Box 9403
San Rafael, CA 94912
408/559-8000

Acorn Software Products
634 No Carolina Ave SE
Washington, DC 20003
202/544-4259

Active Systems, Inc.
Box A-187
Hanover, NH 03755
603/643-2381

Addison-Wesley Publish Co
Reading, MA 01867
617/944-3700

AdminAid MicroSoftware
886 Bransford Court
Fairfield, CA 94533

Ahead Designs
699 N. Vulcan #88
Encinitas, CA 92024
714/436-4071

ALF Products, Inc
1448 Estes
Denver, CO 80215

American Guidance Service
Publisher's Building
Circle Pines, MN 55014

The Answers In Computers
6035 Univ. Ave-Ste #7
San Diego, CA 92115
714/287-0795

Anthro-Digital, Inc.
103 Bartlett- POB 1385
Pittsfield, MA 01201
413/448-8278

Applecort
515 N. Franklin
Juneau, AK 99801

Apple Computer Co.
Contact local retailer

Apple Educators Newsltr.
9525 Lucerne
Ventura, CA 93004

Applied Educational Syst.
RFD #2, Box 213
Dunbarton, N.H. 03301
603/774-6151

Applied Systems Inc.
U.S. Route 4
Barrington, NY 03825
603/868-2844

Aquarius Publishers, Inc.
P.O. Box 128
Indian Rocks Beach
FL 33535
813/595-7890

Artworx
150 North Main Street
Fairport, NY 14450

Atari Program Exchange
155 Moffett Pk-Box 427
Sunnyvale, CA 94086
408/745-5535

Atari, Inc.
Contact local retailer

Athena Software
727 Swarthmore Drive
Newark, de 19711
302/738-6953

A.U. Software
P.O. Box 597
Colleyville, TX 76034
817/267-5236

Avant Garde Creations
P.O. Box 30160
Eugene, OR 97403
503/345-3043

Robert Baker, Jr.
5845 Topp Court
Carmichael, CA 95608
916/972-1931

Barron Enterprises
714 Willow Glen Road
Santa Barbara, CA 93105

Basics & Beyond
Box 10
Amawalk, NY 10501
914/962-2355

BCD Associates, Inc.
5807 S.W. 5TH, Sutel01
Oklahoma City, OK 73128
405/524-7403

Behavioral Engineering
230 Mount Hermon Rd.
Suite 207
Scotts Valley, CA 95066
408/438-5649

Bell & Howell Micro Sys
Audio Visual Products Div
7100 No McCormick Road
Chicago, IL 60645
312/262-1600

Benchmark Computing Servs
P.O. Box 385
Providence, UT 84332

Bertamax, Inc.
103 Nickerson-Ste 550
Seattle, WA 98109
206/282-6249

Melvin Billik
412 Hollybrook Drive
Midland, MI 48640
517/631-7607

BIPACS
33 West Walnut Street
Long Beach, NY 11561
516/432-1187

James P. Birk
Department of Chemistry
AZ State University
Tempe, AZ 85287
602/965-3129

BLS/Random House, Inc.
400 Hahn Road
Westminster, MD 21157
800/638-6460

Borg-Warner Educat'n'l Sys
600 W University Drive
Arlington Hgts, IL 60004
800/323-7577

Brain Bank, Inc.
220 Fifth Ave. Dept A
New York, NY 10901
212/686-6565

Cactus Software
1442 No. McAllister
Tempe, AZ 85281
602/945-1667

CALICO, Inc.
P.O. Box 15916
St. Louis, MO 63114

Cambridge Development Lab
36 Pleasant Street
Watertown, MA 02172
617/926-0869

Cavri Systems
26 Trumbull Street
New Haven, CT 06511
203/562-4979

Ctr. Educ. Experm. Dev Ev
218 Lindquist Center
The University of Iowa
Iowa City, Iowa 52242

Chariot Software Group
3101 Fourth Avenue
San Diego, CA 92103
714/298-0202

Class 1 Systems
17909 Maple Street
Lansing, IL 60438
312/474-4664

Classic Software Prod'n
7566 John Avenue
St. Louis, MO 63129

Color Software Services
P.O. Box 1708
Greenville, TX 75401
214/454-3674

Comaldor
PO Box 356 Postal Stat 0
Toronto, Ontario
Canada M4A 2N9
416/751-7481

Comm*Data Computer House
P.O. Box 325
Milford, MI 48042
313/685-0113

COMPRESS
P.O. Box 102
Wentworth, NH 03282
603/764-5831

Compumax
P.O. Box 7239
Menlo Park, CA 94025
940-25

Compu-Tations
P.O. Box 502
Troy, MI 48099

Computer Advanced Ideas
1442A Walnut St-Ste341
Berkeley, CA 94709
415/526-9100

Computer Courseware Serv.
300 York Avenue
St. Paul, MN 55101
800/328-1452

Computer Information Exch
P.O. Box 159
San Luis Rey, CA 92068
714/757-4849

Computer Island
227 Hampton Green
Staten Island, NY 10312

Comp Learning Ctr for Child
1775 E. Tropicana Ave.
Liberace Plaza #8
Las Vegas, NV 89109

Comptr Resources Inc-CRI
Route 4
Barrington, NH 03825
603/868-5337

Computer Sys Design Grp
3632 Governor Drive
San Diego, CA 92122
415/856-1954

Computerware
P.O. Box 668
Encinitas, CA 92024

Computrex Computer Servs.
P.O. Box 536
Inman, SC 29349

Compuware
15 Center Road
Randolph, NJ 07869
201/366-8540

ComQuest
221 E. Camelback, St 1
Phoenix, AZ 85012
602/264-0324

Concept Educational Software
P.O. Box 6184
Allentown, PA 18001
215/266-1679

CONDUIT
P.O. Box 388
Iowa City, IA 52244
319/353-5789

Coordinated Occupational
Information Network
1546 Dartford Road
Maumee, OH 43537
419/866-4088

Corp. for P.I.E.
1714 Illinois
Lawrence, KS 66044
913/841-3095

Counterpoint
Suite 140C
Shelard Plaza
Minneapolis, MN 55426
800/328-1223

Cove View Press
Box 810
Arcata, CA 95521
707/822-7079

Cow Bay Computing
Box 515
Manhasset, NY 11030

Creative Educational Serv
P.O. Box 588
Oak Ridges
Ontario, Canada L0G 1P0

Creative Educational Serv
36 River Avenue
Monmouth Beach, NJ 07750

Creative Publications
P. O. Box 10328
Palo Alto, CA 94303
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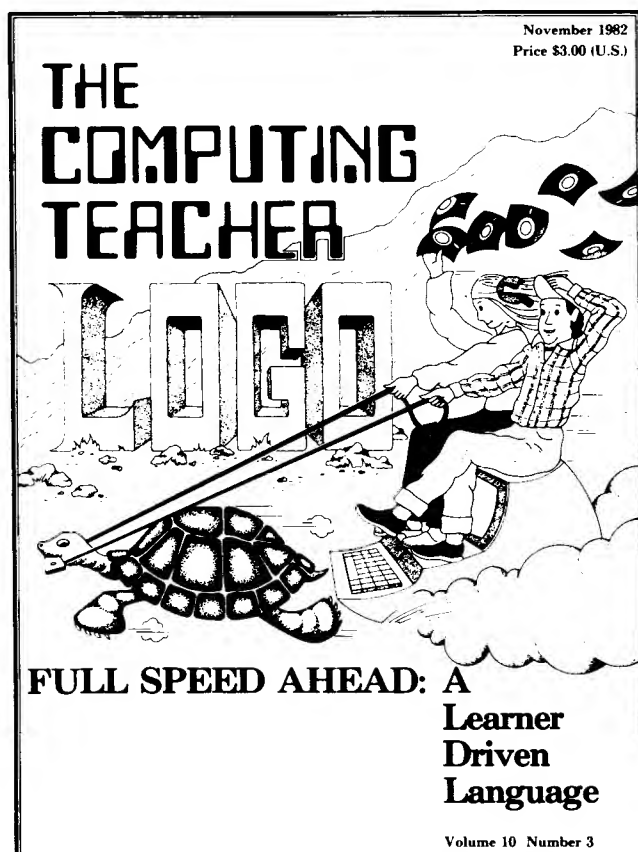
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The Computing Teacher, published monthly, September-May, is a journal for precollege educators who are making instructional use of computers or who are concerned with how computers are affecting the content and process of education. Each issue contains information of use to the beginner as well as to the more experienced computer user. TCT features articles, software reviews, book reviews, film reviews and special columns, including Computers in the Teaching of English, Computers in the Media Center, Computers in Science Education and Computers in the Arts and Humanities.

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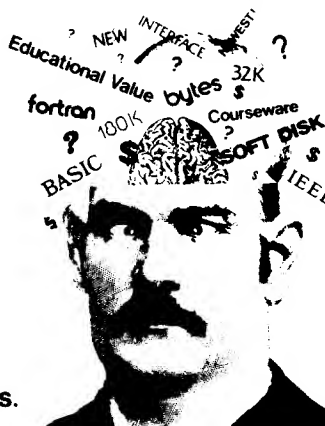
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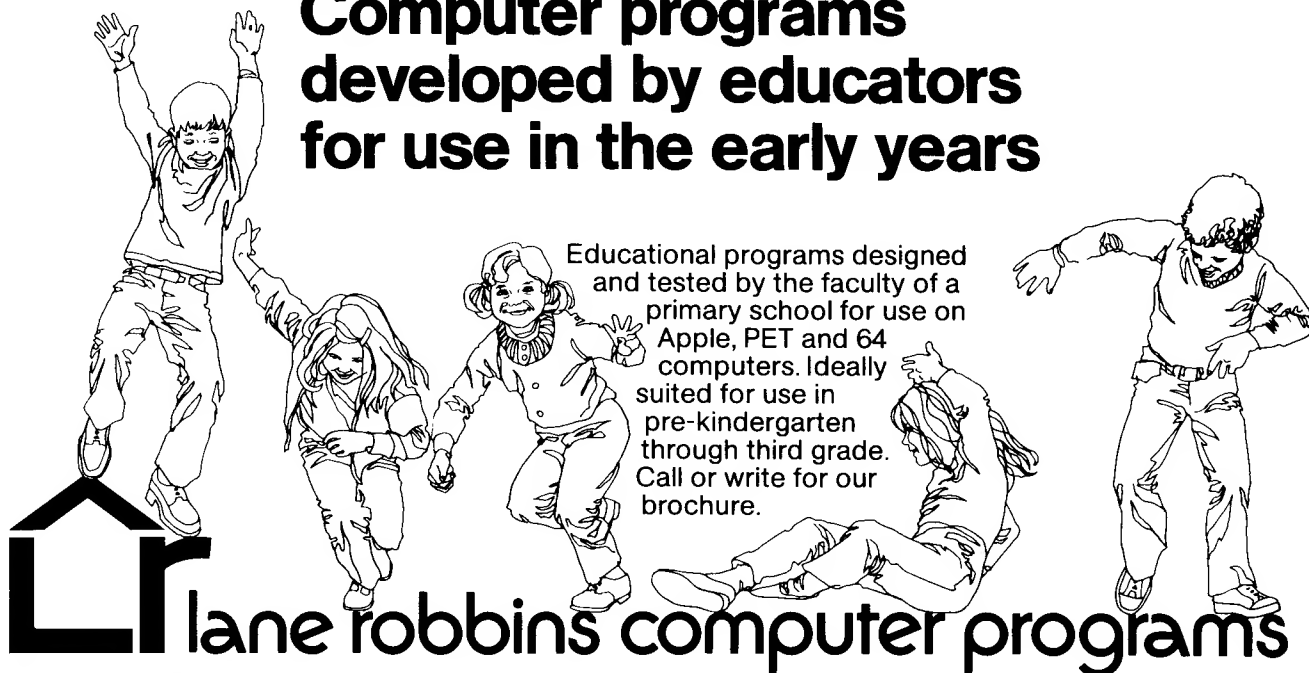
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GLOSSARY



Definitions are given here for some of the terms used in this directory, mostly to categorize programs, which might not be familiar to the reader. The abbreviated forms given in parentheses following some of the terms are those used in the entries in subsection II-1.

AUTHOR LANGUAGE (AUTHOR LANG) - Computer is used to translate a language which allows one to create tutorial and drill/practice dialogs without knowing how to program a computer.

COMPUTATIONAL TOOL (COMPUTL TOOL) - Computer's speed and storage capacity are used to do jobs which would consume much time if done manually (e.g., statistical calculations) and thereby free up students and/or teacher to concentrate on principles being taught.

CONCEPT DEMONSTRATION (CONCEPT DEMO) - Computer is used to illustrate, usually dynamically, the operation of a principle, e.g., daily compounding of interest, a function approaching a limit, etc.

DATA BASE RETRIEVAL (DATA RETR'VAL) - Computer is used to place at student's disposal a large body of data about a given situation (e.g., census or election results) as a laboratory for testing of alternate hypotheses to explain a phenomenon in the situation, e.g., why one section of the country has traditionally given strong support to a particular political party.

EDUCATIONAL GAME (EDUC'L GAME) - Computer plays, or provides computational support for, a game in which one or more students participates and in the process learns new concepts or skills.

IN PKG (also simply "pkg") - The program so described is distributed only as part of a collection of programs; it usually cannot be purchased separately.

LANGUAGE PROCESSOR (LANG PROCESSOR) - The computer is used to translate a language (e.g., BASIC, FORTRAN, PILOT) which enables a program author to more easily communicate with the computer than might be possible otherwise. Various types of language processors exist, including compilers, interpreters, and assemblers.

LONG-TERM PROJECT (LNG TERM PROJ) - The student writes a significant computer program as part of a major project lasting several weeks or months, the purpose being to increase the student's understanding of concepts in a disciplinary area, e.g., physics, as well as his or her understanding of higher level computer applications. Examples of such programs are games such as Lunar Lander, data base retrieval programs to assist in testing hypotheses, and simulations of various physical and biological processes.

MACHINE LANGUAGE (Machin) - The internal language of the computer; usually the machine language of one type of computer is not intelligible to another type of computer. Most microcomputer systems are equipped to run programs written in their own machine language without the use of a language processor.

ON DISK (also "on disk", "disk", or simply "dsk") - The program or package so described is distributed only on diskette, or a disk drive is required for its operation.

ROTE DRILL - The computer is used to administer drills to help students learn material requiring little or no new skills, e.g., dates, arithmetic tables, etc. The computer provides immediate feedback regarding correctness of student responses; it also may report over-all performance.

SKILLS PRACTICE (SKILLS PRACT) - The computer is used to provide exercises enabling the student to practice new skills such as factoring, conversion between metric units, musical pitch discrimination, etc. Immediate feedback is given to the student regarding his or her responses. A program also may record and report performance.

TEACHER AID - The computer is used to serve the teacher in ways which will improve his or her efficiency, especially by saving time. This may include recording and reporting of marks, statistical analysis of grades and other kinds of data, etc.

TEXT PROCESSOR (TEXT PROCES'R) - Also known as word processor. The computer is used to edit and reformat blocks of text such as stories, reports, or letters. It has the tremendous advantage of enabling extensive rework of a document with only one entry of the material. Therefore, it offers great potential for use by students for whom the physical act of writing is a barrier because of limited dexterity skills or other conditions.

TUTORIAL - This is what has traditionally been known as CAI. The computer is used to implement most of the instructional process. A comprehensive tutorial system may contain provisions for all of the following: student placement, introduction of new material, drill, practice, performance monitoring, remediation, and reporting of progress.



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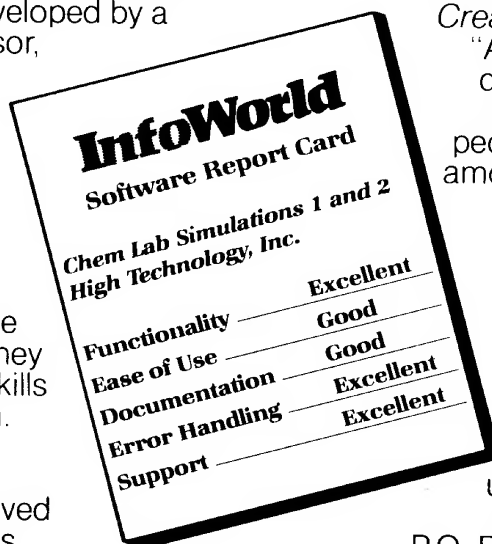
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